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STREET FIGHTER II

STRATEGY GUIDE

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SNES

Over 2000 Full Color Game Screens
All 12 World Warrior Character Profiles
162 pages of game-winning shots, blocks, and combos for
the Super NES version and the arcade Champion Edition.

By the Editors of GamePro Magazine

**Champion
Edition**

STREET FIGHTER II STRATEGY GUIDE
GAMEPRO PUBLISHING, INC.
1993 Edition



STREET FIGHTER II

Get Ready to Rumble!

Welcome to the official Street Fighter II Strategy Guide! The book you're holding now is the direct result of requests made by players all around the world. Everyone wants the definitive guide to mastering the two hottest fighting games ever made - Street Fighter II for the Super Nintendo home system, and the coin-op Street Fighter II: Champion Edition in the arcades.

We laced up our combat boots, tightened our black belts, fired up our photo capturing systems and keyboards, and spent hundreds of hours finding the hottest moves for all 12 World Warriors. Special techniques, blocks, throws, hits, kicks, punches, K.O.s, and re-dizzy combos - it's all here! Compiled by the experts at GamePro Magazine and Capcom U.S.A., you can be certain the tips are accurate and authentic.

However, before you beat-'em-up on the pavement, brawl on the freeway, or throw fists on the asphalt, read the opening four-page section detailing the techniques essential for Street Fighter mastery. Once you've learned the basics for battle, flip to your favorite character's section for an in-depth personality profile and strategy guide.

Want more? You got it! Packed into these pages you'll also find a classified code to play character vs. character in the SNES version, tips to see the secret endings of both the SNES game and the Champion Edition, a special report on the Capcom Fighter Power Stick, and a guide to holding your own SF II tournaments in your own home. Check out the art, too - it's a collection of hot sketches from the U.S., Japan, and some all-new pieces created just for this book.

So study well, train hard, show your friends who's boss, and remember - may Sheng Long be with you!

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STREET FIGHTER II

THE BASICS

Calling all World Warrior wannabes! Whether you aspire to be a Guile guru, Chun Li champion, or E. Honda expert, you must learn the basic moves and concepts of Street Fighter II to win it all. Beginners and masters alike, study this point-by-point guide to Street Fighting to add some serious punch to your arsenal. Earn a passing grade and you may yet graduate from co-in-op boot camp.

BASIC OFFENSE

Dizzies

Nail the enemy with two or three powerful attacks in sequence to induce dizziness! While an opponent is dizzy, you can score one or more free hits.



This is the perfect time to strike with a Combination Attack. However, if you haven't mastered combos, instead use a Throw or Hold while a foe is dizzy.

Traps and Patterns

Certain characters have the ability to trap their foes by using a Special Technique followed by one or more regular attacks and Special Techniques. The idea is to suck away energy no matter what the opponent does. Master the different traps and patterns described in the Hot Moves tips sections to bewilder enemies!

THROWS AND HOLDS

On the Ground

To Ground Throw or Hold an opponent, you must both be standing or ducking on the ground.



- 1) Hold the controller Towards or Back and press the appropriate punch or kick button listed in the tip while standing at close range. How close you must stand depends on your character - each has a different Throw/Hold range.



- 2) A Throw is a simple grab and toss move that dumps the enemy's body on the ground and inflicts heavy damage. Remember, you can direct your Throw left or right by pressing the appropriate direction on the controller - Towards or Back.



- 3) When you Hold an opponent, you grab his or her body, keep it motionless, and pound it with a physical attack, such as a bite. To incur lots of damage during a Hold, rock the controller rapidly left and right and tap all six attack buttons.

In the Air

An Air Throw is identical to a Ground Throw, except both you and the enemy must be in the air.



As you're leaping, simply push Towards or Back on the controller and push the appropriate attack button.

Easy Throws and Holds

In most cases, you must press the attack button faster than the opponent to use a Throw first. However, there are certain times in the game when you have an "easy Throw or Hold" advantage. By the same token, the opponent can counter your "easy Throw," so be careful!

Easy Throw #1



- 1) You can "freeze" an opponent in a blocking stance momentarily, then use a Throw or Hold. For example, use a standing-close Jab Punch and the opponent will try to block.



- 2) While the enemy is frozen in the block stance, quickly execute a Throw or Hold. Some say this is a cheap shot, but hey, in Street Fighter anything goes!

Counter to Easy Throw #1



If an opponent tries to freeze you with a Jab or any other "cheap shot," don't block. Instead, absorb the hit. Just after you're hit, execute a Throw or Hold! Be careful, if you absorb the hit, you still run the risk of falling to a Combination Attack.

Easy Throw #2



- 1) If an opponent knocks you down and stands close over your fallen body, wait until you see your body begin to stand up.



- 2) As you stand up, immediately execute a Throw or Hold.

Counter to Easy Throw #2



- 1) If you knock down the opponent and stand close over the fallen body, usually the enemy can Throw or Hold. To prevent this, execute any kick, punch, or special technique just as he or she begins to stand up.



- 2) If the enemy does try to use a Throw, he or she will walk right into your attack!

BASIC DEFENSE

Blocking

The most important lesson you can learn in Street Fighter II is how to block.



- 1) If a foe attacks you with a move that hits your chest or

a Special Technique, you'll lose a little life.

Ranges and Counter-Moves

Try to learn the different ranges of each World Warrior's basic attacks and Special Techniques. Each move has a limited striking distance, and you can score a clean counter-strike if you learn these ranges. It's possible to counter virtually every move in the game. See the Head to Head sections for some specific tips on countering Special Techniques.



Escape Dizzies and Holds



- 1) When you're dizzy, you're stunned and you'll see birds or stars. To rouse yourself, rock the controller rapidly left and right and tap all six attack buttons.



- 2) If you're caught in a Hold, use the method described in step one to escape. While you're dizzy or caught in a hold, you can also Charge energy to use a special technique.

SPECIAL TECHNIQUES

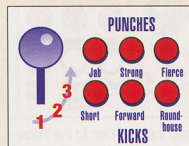
Special Technique mastery is the key to becoming a true World Warrior! Each character possesses two or three Special Techniques, which you use by pressing the controller in multiple directions and hitting one or more attack buttons. Check out the diagrams below to visualize how the moves work in real life.

Precision Techniques

Precision moves require you to press between three and six points on the controller, then hit a punch or kick button.

Fireball Motion

(Ryu, Ken, Dhalsim, Sagat)

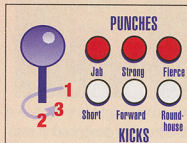


Press the controller to the following points: 1) Down, 2) Down-Towards, 3) Towards. 4) Just after the controller reaches Towards, hit the appropriate punch or kick button to throw a Fireball.

Continued on p.6

Uppercut Motion

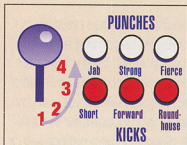
(Ryu, Ken, Sagat)



Press the controller to the following points: 1) Towards, 2) Down, 3) Down-Towards. 4) Just after the controller reaches Down-Towards, hit any punch button to execute the Uppercut.

Tiger Knee Motion

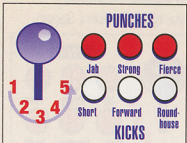
(Sagat)



Press the controller to the following points: 1) Down, 2) Down-Towards, 3) Towards, 4) Up-Towards. 5) At the exact moment the controller reaches Up-Towards, hit any kick button to use Sagat's Tiger Knee.

Yoga Flame Motion

(Dhalsim)



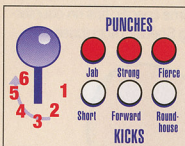
Press the controller to the following points: 1) Back, 2) Down-Back, 3) Down, 4) Down-Towards, 5) Towards. 6) Just after the controller reaches Towards, hit any punch button to blow Dhalsim's Yoga Flame.

Spinning Pile Driver Motion

(Zangief)

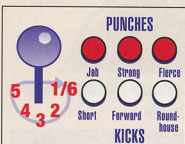
You can begin the motion for either method any time, even while you're knocked down, dizzy, or in an opponent's Hold. However, be sure to press the final point on the Spinning Pile Driver motion from a standing position.

Pile Driver Method A



Press the controller to the following points: 1) Towards, 2) Down-Towards, 3) Down, 4) Down-Back, 5) Back, 6) Up-Back. 7) At the exact moment the controller reaches Up-Back, press any punch button. Use this Spinning Pile Driver method from a standing position.

Pile Driver Method B



Press the controller to the following points: 1) Towards, 2) Down-Towards, 3) Down, 4) Down-Back, 5) Back, 6) Towards. 7) Just after the controller reaches Towards, press any punch button. Use this Spinning Pile Driver method as you jump Towards opponents.

Charge Techniques

In a Charged Special Technique, you must hold the controller in the direction indicated

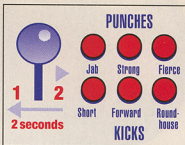
for two seconds, then press the controller in the opposite direction and hit the appropriate punch or kick button. There are two basic Charge Moves: Back Charges and Down Charges. You can Charge energy for a Special Technique any time during the game, even before the announcer yells "Fight!" at the start of the match.



Charge energy while waiting for the fight to begin. As soon as the announcer yells "Fight," use your Special Technique.

Back Charge Motion

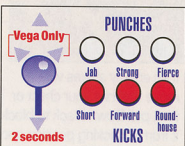
(Blanka, E. Honda, Guile, Balrog, Vega, M. Bison)



1) First, hold the controller Back for two seconds (three seconds if you're attempting to use M. Bison's Scissor Knee). 2) After you've Charged for the appropriate length of time, press the controller Towards. 3) Just after the controller reaches Towards, press the appropriate punch or kick button to execute your Charged Special Technique.

Down Charge Motion

(Chun Li, Guile, Vega, M. Bison)



1) First, hold the controller Down for two seconds. 2) After you've Charged Down, press Up. (For Vega's Wall Climb, press either Up-Left or Up-Right.) 3) At the exact moment the controller reaches Up, press any kick button to execute your Charged Special Technique.

Universal Charge Motion

(Blanka, E. Honda, Guile, Balrog, Vega, M. Bison)

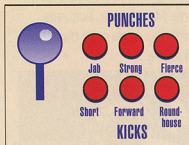
Hold the controller Down-Back to Charge any Special Technique. Since Down-Back touches both Down and Back, you're ready for anything!



Charge Down-Back to prepare any Charged Special Technique for battle.

Turn Punch Charge Motion

(Balrog)



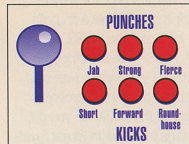
1) Hold down all three punch buttons or all three kicks buttons for one second. 2) Release the three buttons you selected to bust Balrog's Turn Punch.

Button Tap Techniques

Button presses without a controller motion form the rest of SF II's Special Techniques.

Rapid Button Tap

(Blanka, Chun Li, E. Honda)



Rapidly tap the appropriate punch or kick button to use your Special Technique. You can build up energy to execute the move by tapping the button anytime - standing, ducking, jumping, knocked down, or dizzy.

TWO-IN-ONES

A Two-in-One is any Special Technique with a regular kick or punch thrown into the controller motion. The two attacks together are displayed very quickly and form two moves in one. Only certain characters can use Two-in-Ones, and there are restrictions on which punches and kicks can be used.

Precision Two-in-Ones

(Ryu, Ken, Sagat, Dhalsim)



For characters who use multiple controller-point Special Techniques, you must add the kick or punch at any point on the controller before you complete the motion. For example, to use Ryu's Two-in-One Fireball, press the Fierce Punch when the controller is at step one (Down) or step two (Down-Towards). As you press Fierce, complete the motion all the way to step three (Towards), and press any punch button to throw the Fireball.

Charge Two-in-Ones

(Blanka, Guile, Balrog, Vega, M. Bison)



For characters who use Charged Special Techniques, you must add the punch or kick at the beginning or middle point

on the controller before you complete the motion. For example, to use Guile's Two-in-One Sonic Boom, press the Fierce Punch when the controller is at step one (Back), or when the controller is centered and before it reaches step two. As you press Fierce, complete the motion all the way to step two (Towards) and press any punch button to throw the Boom.

COMBINATION ATTACKS

A combination attack is any series of hits which the opponent can't block if the first strike in the series connects. Combos are best used while an enemy is dizzy.

Basic Combos

In Street Fighter II, there are three target points on the enemy's body - head, chest, and feet. To use a combo, fluctuate your hits in-between these target points. For example, a standard triple-hit combo is:



1) Jump Towards the enemy and throw a Fierce Punch to the head.



2) Land, and from a standing position, quickly throw a Strong Punch to the chest.



3) Immediately duck and use a Roundhouse Kick to the feet for the final hit.

Since you varied the target points, the three hits will strike very fast. If the opponent mis-blocks the first hit to the head, he or she will not be able to block the second two hits.

Advanced Combos

Now that you understand the principle of a combination attack, try adding Special Techniques and Two-in-Ones to a combo. Use a hit to one of the three target points, usually the head, then attack with a Special Technique or a Two-in-One. If you're playing a character who uses Charged Special Techniques, prepare the Charge as you begin the first hit in the combo.

Re-Dizzy Combos

Here's the ultimate move in Street Fighter II - dizzy your opponent twice in a row! It's very difficult, but can be done. After you dizzy an opponent once, you need to inflict three or four unblockable hits for a second dizzy in the SNES version, or six hits for a second dizzy in the Champion Edition.

STREET FIGHTERS STICK IT TO 'EM



Hands On with the Capcom Fighter Power Stick

You hold an oblong object in your left hand, as your right hand frantically busts kicks and punches. Yoga Flame! Dragon Punch! Spinning Pile Driver! What is this, a bad kung fu flick meets pro wrestling? No way, big, tall, and ugly! This is what it's like to play Street Fighter II for the SNES with the Capcom Fighter Power Stick close at hand!

The Power Stick is a light but heavy duty, lean but mean, cool-looking piece of equipment. It's armed for battle with a V-shaped layout. Buttons L, X, and R form the top row of but-

tons, and Y, B, and A comprise the bottom row. All your attacks are conveniently located on the unit - no more finger-dancing in the heat of combat.

The joystick itself is small with a good-sized thumb knob on top. The movement circle around the stick is tight, enabling you to nail any direction with minimal movement.

After extensive play testing, Capcom's experts have developed three reliable hand positions to easily execute SF II's hottest moves with the stick.

No matter which character you choose, hold the stick in a closed fist for easy basic movements. You can also use Charged Special Techniques with this grip.



Use this standard grip during regular game play and to bust Charged Special Techniques.

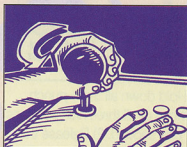
If you're playing a character who uses Fireballs, start from the standard closed-fist grip. Then open your fist, curl your fingers around the knob, and flick your fingers to toss those great balls of fire.



Use this hand placement to toss a Fireball.

If you select a character with a Dragon Punch or Spinning Pile Driver technique, try this grip. Flip open your hand and hold the stick in-between your middle finger and ring finger, with knuckles facing

down and palm up. Curl your middle and index fingers around the base of the knob. Rest your thumb on top of the knob as a guide. Make quick, accurate thumb movements to bust the technique.



Use this hand placement to bury opponents with Dragon Punches and Spinning Pile Drivers.

The CFPS' features don't stop with good Street Fighting control. You also get individually selectable, three-speed Turbo-fire and Auto-fire for all six attack buttons. Slow motion utilizes the same three-speed system. Additionally, the Power Stick is compatible with both the NES and the SNES.

For SF II or any other game, the CFPS is a great power-up. But most of all, you'll probably reach for the unit when you get the urge to play with Street Fighter and joystick, too.



A Street Fighter Goodie Grab Bag

The Power Stick's slick, but Capcom's got even more merchandise in store for World Warrior gurus. Here's the lowdown.



Street Fighter II Collector's Coins.

Currently, only available in Japan, Street Fighter Collector's Coins are hotter than silver dollars, or silver yen. The 12-coin limited edition set sports a World Warrior's face on the front and an SF II logo on the flip side. Capcom is considering U.S. distribution.



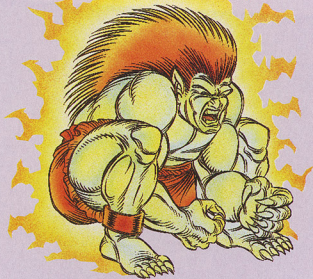
Street Fighter II Trading Cards.

A special edition of SF II Trading Cards is now available from Capcom's mail order service. The front features art straight from the SNES game's manual, and the back lists the character's vital stats, best combo, and a screen shot.



Other World Warrior items include watches, T-shirts, caps, posters, embroidered patches, and stickers. Not one to rest on its fists, Capcom's also negotiating licensed development of toys, comic books, TV shows, and movies. For SF II game play or merchandise questions, call Capcom's hotline at (408) 727-1665.

TOP SECRET SNES CODE:



**PLAY CHAMPION
EDITION!**

Attention Super NES Street Fighter fanatics! With this crankin' code, you can access several Champion Edition features in the SNES cartridge.



Insert the cart and turn on your Super NES system. When you see the Capcom logo appear on-screen, quickly press Down on the controller, Button R, Up on the controller, Button L, Button Y, and Button B. If the code worked, you'll hear a chime. If you don't hear this chime, press Reset and try again.



When you hear the chime, check out the title screen. It turns blue, just like the coin-op Champion Edition's title screen.



When you begin the game, both players will be able to use the same character! This makes possible the baddest grudge matches ever.



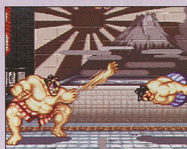
Blanka vs. Blanka.



Chun Li vs. Chun Li.



Dhalsim vs. Dhalsim.



E. Honda vs. E. Honda.



Guile vs. Guile.



Ken vs. Ken.



Ryu vs. Ryu.



Zangief vs. Zangief.

Finally, you'll notice that the World Warriors now show off their true-to-form Champion Edition colors. Even the bosses sport new looks!



Balrog in yellow.



Vega in green.



Sagat in red.

The greatest challenge the World Warriors have ever faced is M. Bison, the evil crime boss who controls the illicit smuggling operation in Thailand. The length of the victory ceremony you witness after you take Bison's SNES Street Fighter belt is determined by the game's difficulty setting, and the number of continues and rounds you use to win the battle.



Level 6-7: If you want to see the names behind the game, this is it! A full list of Street Fighter II credits will scroll across the screen while your fave World Warriors mix it up in demo mode.



Level 0-2: Complete any of these skill settings and you'll be asked to try a harder level to see a true game ending.



Level 3-5: Beat these settings and you'll scope out a personalized ending created for the character of your choice!

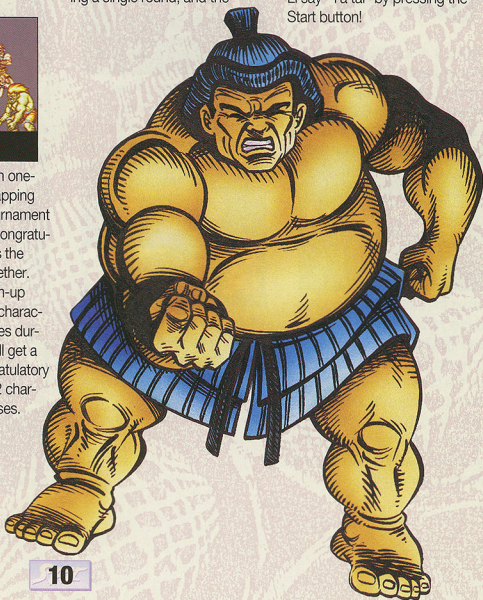
Level 7: Complete the cart without swapping characters or losing a single round, and the

congratulatory screen will appear. You can now hear Chun Li say "Ya tai" by pressing the Start button!



Level 7: Beat the game in one-player mode without swapping characters during the tournament and you'll see a special congratulatory screen that depicts the eight World Warriors together.

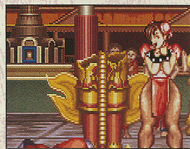
Level 7: Win this beat-em-up battle without swapping characters or using any continues during the tourney, and you'll get a new version of the congratulatory screen that'll depict all 12 characters, including the bosses.



Endings Revealed!

STREET FIGHTER II SPECIAL ENDINGS REVEALED!

No matter which of the 12 World Warriors you select as your main martial artist, beating your way through Street Fighter II: Champion Edition is tough. If you win and pound M. Bison's face into the cement, you'll be treated to a personalized ending sequence for the character of your choice. In addition to the regular ending, take a peek at this top-secret special ending for Street Fighter masters only!



1) Choose your favorite fighter and beat up all the computer-controlled enemies in sequence without losing a single round. You must play in one-player mode only. If a second player joins in the action, the trick will not work.



2) After you topple Bison, the regular ending sequence will roll. Once this is complete, the fun begins!



Ryu is unimpressed by his opponent, the drum. He still awaits a true challenge.



E. Honda's Hundred Hands.



Blanka does what he does best - destroys something.



Guile's a Flasher.



All you Kens, check out this Dragon Punch.



A kick in the crate courtesy of Chun Li.



Zangief delivers his patented Clothesline.



Dhalsim could dance the night away.



Balrog has that Turn Punch down cold.



Vega claws his way to the top.



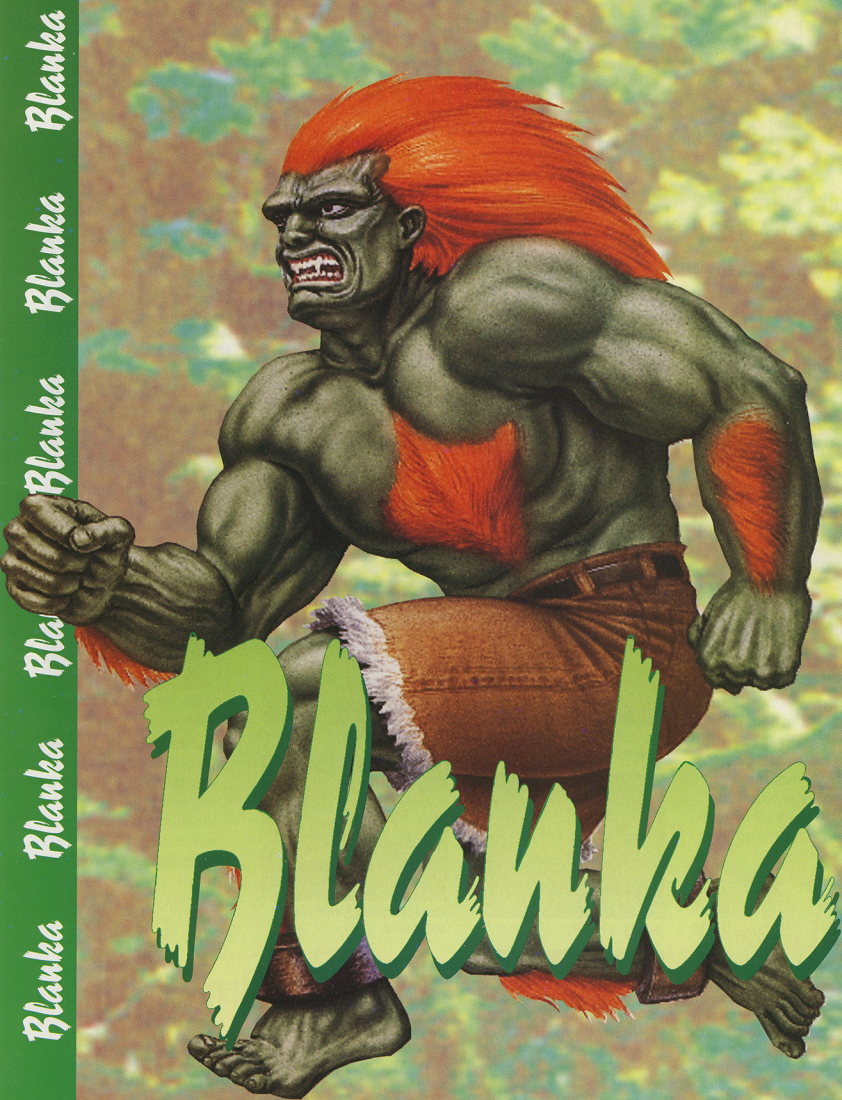
Sagat sets this crate on fire.



M. Bison dictates the incineration of a drum.

3) Excellent! You get some slick pix of all 12 Street Fighters busting moves on drums, barrels, and crates. As the brawlers break their targets, mug shots of the SF II designers appear on-screen.





Blanka

Vital Statistics
 Date of Birth: February 12, 1966
 Height: 6 ft. 5 in.
 Weight: 218 lbs.
 Blood Type: B
 Home Land: Brazil
 Martial Art: Capoeira
 Likes: His Mother
 Dislikes: Army Ants

ANIMATION SHOWCASE

BLANKA



Battle Stance

Win 1

Win 2

Lose/Draw



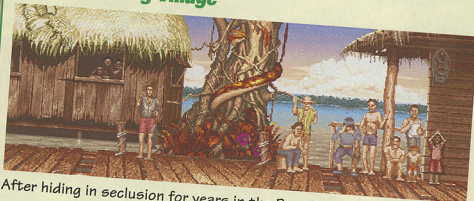
Block

Dizzy

Shock Therapy

Knockout

BRAZIL: Fishing Village



After hiding in seclusion for years in the Brazilian rain forests, Blanka emerged ready for battle in a small fishing village on the bank of a river. The natives are so shocked by the man-beast's appearance, that they snap photos to prove his existence.

Battle Quotes:

"Seeing you in action is a joke!"

"Now you realize the powers I possess!"

SNES

Profile

Personality Profile

A young boy named Jimmy disappeared into Brazil after a plane crash. He was raised by wolves. In a mysterious accident, Blanka mutated and gained him the ability to channel 1,000 volts through his skin. With this shocking technique discovery, Jimmy realized his dream of becoming a World Warrior. He prowled through the rain forests of Brazil, lifted tree trunks to build muscle tone, and learned to propel his massive girth at opponents. Finally, he journeyed to Brazil's cities to street fight the best of the best with a new name and identity - Blanka! His mommy, however, still searches for her lost son and the anklets she gave to Jimmy so many years ago.

BASIC ATTACKS

Blanka

Standing

Standing Close

Ducking

Jump Up

Jump Towards

Fierce

PUNCHES

Strong

Jab



Percentage indicates amount of damage to the opponent's lifebar.

Blanka

Standing

Standing Close

Ducking

Jump Up

Jump Towards

Roundhouse

KICKS

Forward

Short

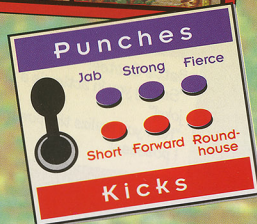
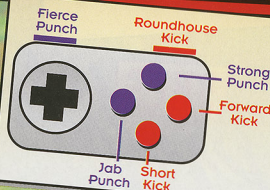


Key to Commands:

Towards: Push the joystick horizontally in the direction of the opponent.

Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.



HOT MOVES

SNES

SPECIAL TECHNIQUES

Electricity 29% Damage



1) Tap any punch button rapidly to send an electrical surge through Blanka's skin.

2) Use Electricity to zap incoming opponents.

3) You can even charge the Electricity in mid-air, on the ground, or during a hold attack!

Rolling Attack

17% Damage



1) Charge Back, then press Towards plus any punch button. Blanka will roll into a ball and slam into the enemy. The stronger the punch button used, the faster you'll fly across the screen.

2) Use this attack to take down jumping opponents. However, be careful. If you're hit you'll take double the normal damage!

3) Charge the Roll on the ground, in the air, during a hold, or even in the middle of a Roll!

AWESOME ATTACKS

Scoop

14% Damage



Press Fierce to use Blanka's outstretched claw attack. This move nails jumping enemies out of the sky!

Foot Sweep

14% Damage



Crouch and press Round-house to give enemies the boot and knock them down.

Double Knee

20% Damage



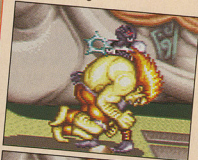
1) Stand close to the opponent, then push Towards and press Forward Kick. You'll hit the opponent with Blanka's vicious knee.

2) Ouch, this attack is a double-decker!

AWESOME ATTACKS

Head Butt

13% Damage



- 1) Move close to the enemy, then push Towards and press Strong Punch. You'll pummel the foe with a head butt.
- 2) This attack hits twice, once high and once low.

Flying Claw

24% Damage



Jump Towards the opponent and press Fierce to use a mid-air claw attack. This move's lethal, and can often counter special techniques, such as Guile's Flash Kick!

Fierce Fist

14% Damage



Duck and press Fierce to throw a long-range fist in the opponent's face. This is a great attack to use from a safe distance.

KILLER HOLDS

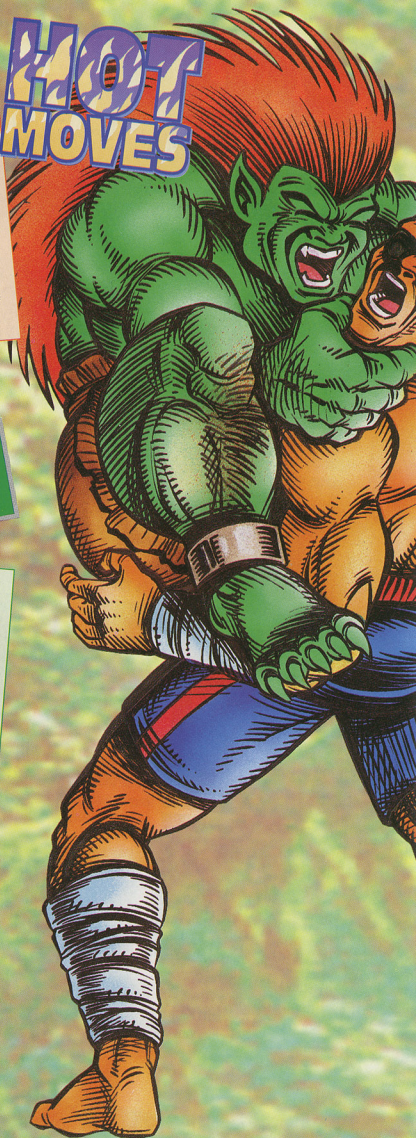
Head Bite

25% Damage



- 1) Move close to the enemy, then hold Towards and press Fierce to take a tasty chunk of flesh out of their face!
- 2) For an easy dinner, use the bite just after an opponent recovers from a special technique.

HOT MOVES



SNES

CRUSHING COMBOS

Two-in-One Rolling Attack

30% Damage



- 1) Charge Down-Back for a Rolling Attack. While crouching, press Towards to start the Roll. Midway through the motion, use a ducking Forward Kick.
- 2) Press Towards plus any punch button to complete the Roll. You'll score two fast hits!



Triple-Hit Combo #1

41% Damage



- 1) Jump Towards the enemy and strike with a Roundhouse Kick.
- 2) Land and throw a standing-still Strong Punch.
- 3) Finally, duck and use a Roundhouse Kick for an easy three-hit knockdown.

Rolling Combo

44% Damage



- 1) Leap Towards the enemy, and while in mid-air pull Back to Charge for a Rolling Attack. As you fall, throw a Fierce claw to the skull.
- 2) Land, and while still Charging the Roll, use a ducking Forward Kick.
- 3) Now push Towards the opponent and press any punch button to Roll into his face!

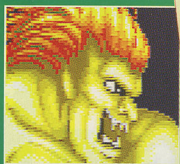
Triple-Hit Combo #2

41% Damage



- 1) Jump Towards the opponent and attack with a Roundhouse Kick.
- 2) Land and toss a standing-still Strong Punch.
- 3) Duck and complete the combo with a Fierce Punch.

BLANKA



SNES

Head to Head

Attack to send her reeling. Use leaping Roundhouse Kicks to take her down in mid-air or she'll use an Air Shoulder Throw.

vs. Blanka



Now it's mutant vs. mutant! Zap Blanka with electricity when he tries a triple-hit combo, and use a Roundhouse kick to stop his Rolling Attack. Take a conservative stance when playing yourself or you'll be creamed!

vs. Chun Li



Don't, don't, don't use Electricity when Chun Li's jumping or she'll Heel Kick you! Instead, Block back and Charge up energy when she tries a combo. Then use the Rolling

vs. Dhalsim



Give Dhalsim shock therapy with Electricity if he tries to skewer you with a Body Spear or Torpedo. Throw ducking Fierce Fists when he uses elastic limbs from a mid-range distance.

vs. E. Honda



Think twice before using a Rolling Attack or Honda will Slap you with One Hundred Hands. Instead, leap Towards him with a Fierce Punch. Rapidly press Fierce in mid-air, then press Strong on the ground and use Electricity.

vs. Ryu



Bite Ryu's head after he misses a Dragon Punch. To negate a Fireball, give him a swift kick below the belt just as he starts the motion.

vs. Guile



Block Guile's Sonic Booms, then strike with a Rolling Attack. You can stop Guile's Flash Kick with a well-placed Flying Claw! Use a ducking Roundhouse to trip him up when he tries a Spinning Back-fist.

vs. Ken



Take Ken to the cleaners with a jumping Roundhouse when he pulls a Hurricane Kick. Follow with a Rolling combo and put him away!

vs. Zangief



Use Rolling Attacks from a close distance - don't try them from far away or Zangief will use a Spinning Clothesline. Jump Towards him and unleash Electricity before he can counter with a Spinning Pile Driver!

vs. Balrog



Trip up Balrog with a crouching Roundhouse before he can use a Turn Punch. Give him a Flying Claw to the face and use a combo while he's stunned!



BONUS STAGE

THE END

vs. Vega



When Vega springs off the wall, leap and nail him with a flying Roundhouse Kick. Then string several Roundhouses together to knock him dizzy! Use a Rolling Attack to avoid his Fence Climb

vs. Sagat



Make Sagat suffer the consequences of a missed Uppercut

with a Rolling Attack. Use a low Roundhouse to knock him down when he throws a high Fireball, and try a jumping combo if he tosses a low Fireball.

vs. M. Bison



From a safe distance, use a Rolling Attack to nail Bison. Charge the move in mid-Roll and use it over and over until he's demolished. If Bison executes a Scissor Knee, make him taste the bad medicine of a Flying Claw.

vs. the Car Bonus Stage



Send shock waves through the car with Electricity. After the side door's demolished, scale the hood and zap the other side.

vs. the Wall Bonus Stage



Move close to the wall and fry it with Blanka's Electricity. After it's partially crumbled, leap over the wall and turn on the juice again.

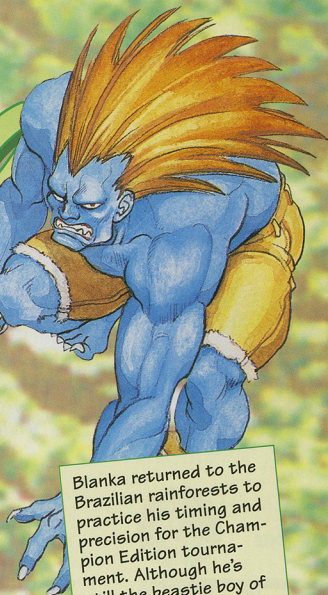


After crunching Bison, Blanka is surprised when an unfamiliar woman steps out from the spectator crowd. She claims to be his mother, but Blanka doesn't believe her. Then she notices his anklet and cries out with joy, "Jimmy!" Blanka cries, hugs his mommy, and finally remembers his past.

Blanka

Champion
Edition

Profile



BRAZIL: Fishing Village



Sticking with the theme of the Champion Edition, Blanka's level is an orange-reddish hue. Notice the recolored snake wrapped around the tree.

Blanka returned to the Brazilian rainforests to practice his timing and precision for the Champion Edition tournament. Although he's still the beastly boy of the Street Fighter crew, Blanka can now keep himself under control when he executes the Rolling Attack. He's also befriended his fellow World Warriors, who he joins in seeking M. Bison's blood.

ANIMATION SHOWCASE

BLANKA



Battle Stance



Win 1



Win 2



Lose/Draw



Block



Dizzy



Shock Therapy



Knockout

BASIC ATTACKS

Blanka

PUNCHES
Fierce
Strong
Jab

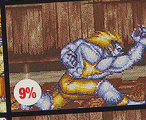
Standing

Standing Close

Ducking

Jump Up

Jump Towards



Percentage indicates amount of damage to the opponent's lifebar.

Blanka

KICKS
Roundhouse
Forward
Short

Standing

Standing Close

Ducking

Jump Up

Jump Towards



Percentage indicates amount of damage to the opponent's lifebar.

Key to Commands:

Towards: Push the joystick horizontally in the direction of the opponent.

Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.

Punches



Jab Strong Fierce

Short Forward Roundhouse

Kicks

Fierce Punch

Roundhouse Kick

Strong Punch

Forward Kick

Jab Punch

Short Kick

Blanka Blanka Blanka Blanka Blanka Blanka Blanka Blanka Blanka Blanka

HOT MOVES

SPECIAL TECHNIQUES

Champion Edition

AWESOME ATTACKS

Improved Rolling Attack

14% Damage



Charge Back, then press Towards plus any punch button to use Blanka's Improved Roll. The stronger the punch used, the farther you'll roll. Now he'll stop over an enemy's fallen body instead of Rolling right past it! If hit while Rolling, Blanka no longer takes double damage.

Easy Electricity

17% Damage



Tap any punch button to fire up Blanka's Electricity in a jiff. You can fry enemies quickly and efficiently.

Beast Slap

11% Damage



Jump straight up in the air, then press Fierce to throw a quick fist. Use a well-timed Beast Slap to knock jumping enemies out of the sky!

Flip Kick

14% Damage



As an opponent leaps Towards you, stand still and press Roundhouse. You'll flip over and knock the foe right out of the sky! Use this move just as the foe starts ascending to catch them early and unprepared.

Electricity Combo

28% Damage



1) Jump Towards the enemy and throw a Strong Punch.

2) As you fall, rapidly tap Strong to induce shock therapy. Even if the foe blocks, you'll suck away some life!

CRUSHING COMBOS

Roll into Bite

25% Damage



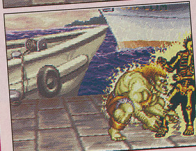
1) If your opponent is a full screen's distance away from you, Charge Back, then press Towards plus Strong to use the Rolling Attack.

2) As you land, immediately press Strong again for an instant Head Bite move!

3) If you're approximately half of the screen away from the enemy, use a Jab Rolling Attack instead of a Strong to Roll right into the Bite.

Roll into Electricity

25% Damage



1) After you knock an enemy down, roll Towards the fallen foe and rapidly press any punch Button.

2) You'll land on and Electrify the enemy after you recover from the Roll!

BLANKA



Head to Head

vs. Blanka



Block Blanka's Rolling Attacks, hesitate for just a moment, then counter-Roll and peg him on his way down. Duck and use Forward Kicks to de-zap his Electricity. Throw leaping Jabs or Strong's to knock him out of the air when he tries a jump kick.

vs. Chun Li



Duck and tap Fierce to throw a monkey-wrench into Chun Li's Whirlwind Kick. If she tries her Flipping Neck Breaker, leap and use the Beast Slap to send her

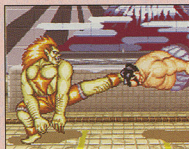
reeling. If she leaps in the air, use your Jab-button Rolling Attack followed by a quick Head Bite.

vs. Dhalsim



If Dhalsim's poised to skewer you with an Instant Spear or Torpedo, take the hit, then Electrify him if he lands near you. Hop over Dhalsim's Yoga Fire and Short Kick his extended limbs.

vs. E. Honda



Use a standing Short Kick to counter E. Honda's Sumo Head Butt. If Honda uses his Moving Hundred Hand Slap, Short Kick his fists, too. If Honda leaps at you with a Sumo Splash, reduce it to a drizzle with a standing Roundhouse. Be careful with your Rolling Attack or you'll get torpedoed by a Sumo Head Butt!

vs. Guile



Don't jump Towards Guile from too far away or too close. When you land after a leap, use a ducking Forward Kick to stop his Forward. A well-timed Roundhouse takes out his Sonic Boom attempts. Use a Rolling Attack to counter Guile's Knee Thrusts.

vs. Ken



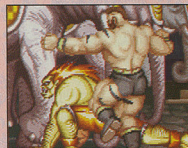
Ken will try to rain on Blanka's parade with a Hurricane Kick, so stop him with a Beast Slap or a standing strong. Trip up Ken with a ducking Roundhouse when he attempts a Fireball. Don't leap over Fireballs or Ken will deliver a Fierce Dragon Punch.

vs. Ryu



Duck and throw a Fierce Punch to knock Ryu out of the air. If Ryu tries to blow you over with a Hurricane, wait until he's close, then throw a standing Fierce Punch. If he uses slow Fireballs, leap Towards him and execute a Roundhouse Kick to the face.

vs. Zangief



If Zangief tries to pin you against the wall with a Moving Spinning Clothesline, duck and use a Roundhouse to trip him up. Stand still and throw Strong Punches to take Zangief out of the air if he leaps Towards you. If you jump kick Towards Zangief, be sure to hit him just before you land or you'll get driven into the ground with a Spinning Pile Driver.

Champion
Edition

BLANKA



Head to Head

vs. Balrog



Use a standing Fierce Claw to stop Balrog's normal punches. If he tries a Dashing Punch or Dashing Uppercut, duck and trip him. To stop a Turn Punch, throw a crouching-close Fierce as he pulls his arm back.

vs. Vega



Stand still and throw a Roundhouse Kick to counter Vega's Wall Climb technique. Use a ducking Roundhouse to devastate him in Tumbling Claw mode. Use leaping Strong Punches get the upper hand in the air.

vs. Sagat



Use hopping Roundhouse Kicks to knock Sagat woozy. If he tosses a high Fireball, duck and throw a Fierce fist. Block his Tiger Knee technique, then immediately bust the Face Bite.

vs. M. Bison



Time a standing Strong Punch or a leaping Roundhouse to put

out Bison's Flaming Torpedo. Use a leaping Roundhouse or a standing Strong Punch to clip his Scissor Knee. If Bison goes for a Head Stomp, counter with a Beast Slap.

BONUS STAGE

vs. the Barrels Bonus Stage



As the barrels attempt to bowl you over, leap up and Beast Slap them into splinters. As you leap, tap Strong to charge up Electricity for shocking results.

vs. the Drums Bonus Stage



The drums sound a warning for careless players, so watch out for stray flames and fight fire with Electricity.

THE END



Check out Blanka's ending, Champion Edition style!



Chun
Li

Chun Li

Vital Statistics

Date of Birth: March 1, 1968
Height: 5 ft. 8 in.
Weight: Unknown
Blood Type: A
Home Land: China
Martial Art: Wushu
Likes: Aerobics, Education
Dislikes: M. Bison

ANIMATION SHOWCASE



Battle Stance

Win 1

Win 2

Lose/Draw



Block

Dizzy

Shock Therapy

Knockout

CHINA: Village Market



Chun Li strikes her poses in a small market in a quaint Chinese village. As is their custom, many passers-by ride bicycles, and a man in the background is preparing a chicken to be sold to customers.

Character Voices:

"Ya tai!" (translation: Okay!)
"Spinning Round Kick!"
(Whirlwind Kick)

Personality Profile

Chun Li suspects that her father may have been killed by a mysterious crime boss. Now she seeks to avenge her family and disrupt Bison's Shadoloo smuggling operation, which originates from a concealed hideout in Thailand. As a determined student of the Wushu martial art, Chun Li has risen to the top of her class by proving her talents time and again in the Street Fighter arena. After years of intense training and weight lifting, she has developed two devastating attacks, which utilize her muscular legs to lightning perfection. Opponents also dread her

Battle Quotes:

"I'm the strongest woman in the world!"
"You should all kneel down before me!"
"There is no chance for you to beat me! Challenge someone else!"
"What a whimpy woman! I wonder if there is a much stronger opponent?"

SNES

Profile

BASIC ATTACKS

Chun Li

Fierce

PUNCHES
Strong

Jab

Standing

Standing Close

Ducking

Jump Up

Jump Towards



Percentage indicates amount of damage to the opponent's lifebar.

Chun Li

Roundhouse

KICKS
Forward

Short

Standing

Standing Close

Ducking

Jump Up

Jump Towards



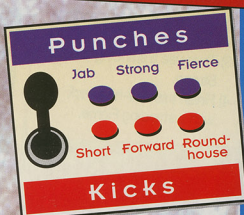
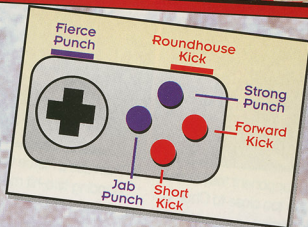
Percentage indicates amount of damage to the opponent's lifebar.

Key to Commands:

Towards: Push the joystick horizontally in the direction of the opponent.

Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.



CRUSHING COMBOS

Four-Hit Combo

42% Damage



- 1) Leap Towards the enemy with a mid-air Jab.
- 2) Land and throw a standing-close Jab.
- 3) Then use a standing-close Strong.
- 4) Finish this four-hit attack with a standing Fierce.

Triple-Hit Combo #2

39% Damage



- 1) Jump Towards an opponent with your Fierce punch.
- 2) Land and use a standing-close Strong.
- 3) Complete this killer attack with a ducking Roundhouse.

Toe Tap

44% Damage



- 1) Leap at the opponent with your Head Stomp.
- 2) Tap Forward Kick rapidly to inflict four hits and induce dizziness.
- 3) Now, repeat the Down Kick maneuver to dizzy him or her again!

Double-Hit Combo

23% Damage



- 1) If an opponent tries to muscle in too close to Chun Li, tap Strong.
- 2) Then use a Fierce for a standing two-hit move.

SNES

Triple-Hit Combo #1

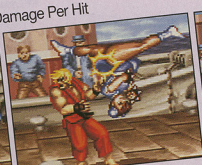
39% Damage



- 1) Jump Towards an enemy with a Fierce punch.
- 2) Land and use a standing-close Strong.
- 3) Finish off the move with a standing Fierce.

SPECIAL TECHNIQUES

Whirlwind Kick 20% Damage Per Hit



- 1) Charge Down, then press Up plus any kick button.
- 2) You'll spin at the enemy in a flying flurry of Chun Li legs.
- 3) Use the Whirlwind Kick for momentary invincibility to fire blasts!

HOT MOVES

Lightning Leg

20% Damage Per Hit

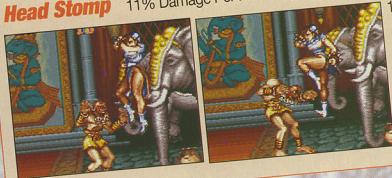


- 1) Tap any kick button to charge Chun Li's hyper-speed leg attack. Press all three kick buttons rapidly to extend its duration.
- 2) Use the Lightning Leg to score several hits, even if the opponent blocks.
- 3) Charge the Lightning Leg in mid-air or during a choke hold for devastating results.

AWESOME ATTACKS

SNES

Head Stomp 11% Damage Per Hit



- 1) Jump Towards an enemy, then hold down Down and press Forward Kick.
- 2) You'll land on the opponent's head and inflict heavy damage.

Wall Spring

24% Damage



- 1) Pin an enemy against the edge of the screen, then use a Head Stomp.
- 2) Now press Roundhouse Kick for a double-hit.

KILLER THROWS

Air Shoulder Throw

29% Damage



- 1) Jump in the air, then press Strong or Fierce to dump the opposition.
- 2) If an enemy uses a Special Technique, block the hit, then leap up and use your throw!

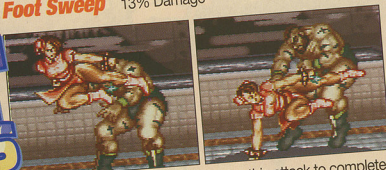
Ground Shoulder Throw

25% Damage



- 1) Wham, bam, a Chun Li slam! Hold Back or Towards an opponent on the ground, then press Strong or Fierce.
- 2) For an easy throw, move close to the opponent and press Jab. If he blocks, quickly execute the Shoulder Throw - it's almost unstoppable!
- 3) If an enemy knocks you down, stand up and use a Throw to counter incoming assaults.

Foot Sweep 13% Damage



- 1) Duck and press Roundhouse to knock the opponent off his or her feet.
- 2) Use this attack to complete a combo for deadly results!

HOT MOVES

CHUN LI



Head to Head

vs. Blanka



Meet the Brazilian beast in mid-air with Short Kicks to knock him down and out. Use Head Stomps to counter Blanka's Ball and Electricity attacks.

vs. Chun Li



Dupe Chun Li into leaping at you. On her way down, snatch her with an Air Shoulder Throw! Use high jumping Roundhouse Kicks to keep her at a distance.

vs. Dhalsim



The elastic mystic will kick and punch across the screen. No problem – Head Stomp his extended limbs! Land near Dhalsim after a kick and use the Body Throw.

vs. Guile

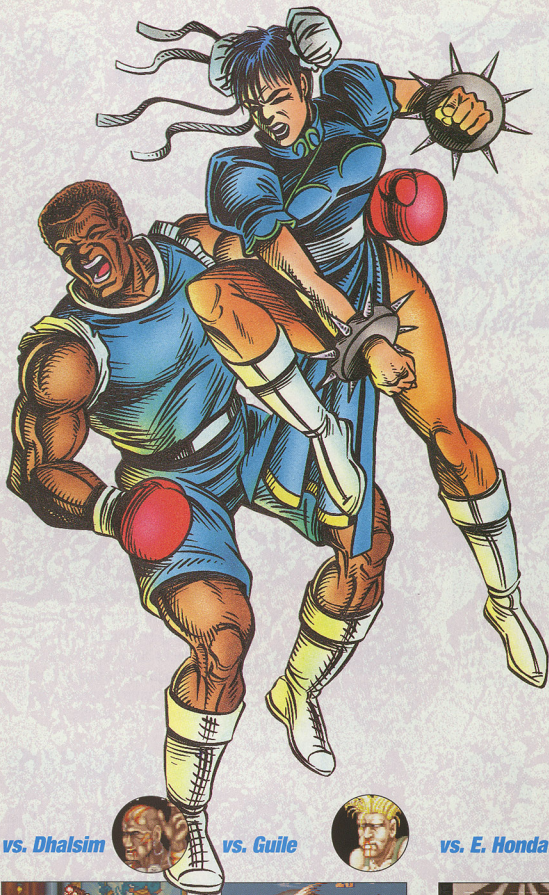


Head Stomp to counter Guile's Flash Kicks. If Guile misses a Flash, use your Strong-Fierce two-hit combo.

vs. E. Honda



Don't jump on Honda's head or he'll use the invulnerable Head Butt technique! Instead, lure him into the air and use Chun Li's speedy Shoulder Throw attack.



CHUN LI



Head to Head

vs. Ken



Overpower Ken's Helicopter Kick with Chun Li's Lightning Leg. Also, use the Whirlwind Kick for temporary immunity to Fireballs.

vs. Ryu



Take advantage of Ryu's slow Fireball recovery time. Jump in and use a triple-hit combo before he can execute a Dragon Punch.

vs. Zangief



Zangief's a big target, wide open to a re-dizzy Toe Tap combo. Land your two-hit standing combos to push Zangief away when he tries a Spinning Pile Driver.

vs. Balrog



Use Chun's long-range standing Fierce punch to easily dizzy Balrog. Head Stomp the boxer to counter his Turn Punches.

vs. Vega



Beat Vega's blinding speed with mid-air Short Kicks. When he leaps away, strike with long-jumping Roundhouse Kicks.

vs. Sagat



Move in with ducking Forward Kicks to catch Sagat off guard. If Sagat misses an Uppercut, throw your standing two-hit combo.

vs. M. Bison



Terrorize the drug dealer with a jumping Roundhouse, which knocks him out of the air. Trap him against the wall and use a Head Stomp for an easy dizzy, followed by a combo.

BONUS STAGE

vs. the Car Bonus Stage



Chun Li's Lightning Leg is the secret to success in the Car Bonus Stage. Push Towards

the car, use the Lightning Leg, hop over the car to the other side, and whip up the Lightning Leg one more time. Repeat for maximum car crunching.

vs. the Wall Bonus Stage



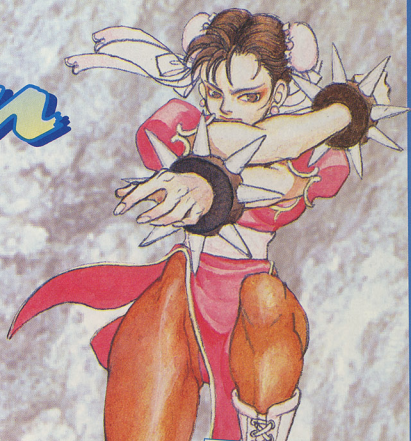
To obliterate the wall, push Towards it and use Chun Li's Lightning Leg. You can destroy the entire wall without moving.



Bison's smuggling cartel nearly shattered Chun Li's childhood, but now it's payback time! Chun Li avenges her father's death and sets her spirit free.

Chun Li

Champion Edition Profile



CHINA: Village Market



Chun Li's Champion Edition stage features redrawn bikers and a darker ground color.

An acrobat at heart, Chun Li worked out at the gym and developed new applications for her infamous mid-air moves. She can now flip away to safety, or somersault and kick enemies to confuse them. Her new aerial maneuvers are very distracting to her foes.

ANIMATION SHOWCASE



Battle Stance



Win 1



Win 2



Lose/Draw



Block



Dizzy



Shock Therapy



Knockout

BASIC ATTACKS

Chun Li

PUNCHES

Strong

Jab




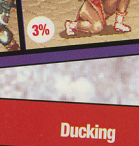
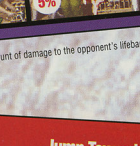
Standing

Standing Close

Ducking

Jump Up

Jump Towards

				
9%*	11%	9%	11%	10%
				
7%	10%	7%	9%	8%
				
3%	7%	3%	6%	5%

Percentage indicates amount of damage to the opponent's lifebar.

Chun Li

KICKS

Forward

Short

Standing

Standing Close

Ducking

Jump Up

Jump Towards

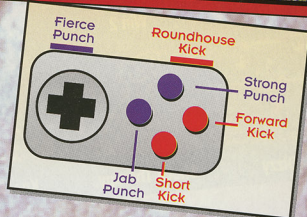
				
8%*	9%	8%	11%	10%
				
7%	7%	7%	8%	7%
				
4%	7%	4%	6%	5%

Key to Commands:

Towards: Push the joystick horizontally in the direction of the opponent.

Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.



SPECIAL TECHNIQUES

HOT MOVES

Champion Edition

AWESOME ATTACKS

Improved Lightning-Leg

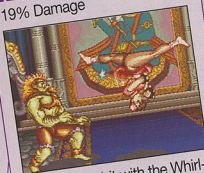
14% Damage



Leap Towards an opponent while charging Chun Li's Lightning Leg by rapidly tapping any kick button. Land with the Leg and you'll damage the opponent, even if he or she blocks!

Improved Whirlwind Kick

19% Damage



To go into orbit with the Whirlwind Kick, Charge Down, and then press Up plus any kick button. Chun Li's Whirlwind Kick is faster and does more damage when blocked in the Champion Edition.

Chest Flip Kick

7% Damage



- 1) Leap Towards the enemy and then hit Forward to deliver a deadly kick to the chest.
- 2) Afterwards, Chun automatically flips backwards out of danger.

Flipping Neck Breaker

9% Damage



- 1) Stand Close to the enemy and then press Towards plus Roundhouse to flip into the air and nail the enemy on the way down.
- 2) After knocking down the opponent, walk Towards the fallen body. Just as his or her body bounces on the ground a second time, press Roundhouse to strike with another Flipping Neck Breaker. If your timing is right, you'll hit low just as the enemy is starting to stand up. If your move worked, Chun Li's feet will seem to pass through the floor. Repeat this move over and over to keep your attacker off balance. It's difficult to block.

Triple-Hit Combo #3

24% Damage



- 1) Jump Towards the enemy with a Fierce punch.



- 2) Land, and deliver a standing-close Jab.



- 3) Complete this deadly combo with a Chest Flip Kick.

Roundhouse Lightning Leg 35% Damage



- 1) Jump Towards the enemy with a Fierce.



- 2) As Chun Li lands, simultaneously hit Fierce and rapidly tap Roundhouse. First, the Fierce will deck the opponent.



- 3) Then, the Lightning Leg will "kick in."

CRUSHING COMBOS

CHUN LI



Head to Head

vs. Blanka



Jump Towards Blanka with a Forward or Short Kick. When you land, immediately hit Forward again to tag him and execute a Chest Flip Kick out of danger. To counter the Brazilian Beast's Rolling Attack, blitz him with a Chun Li Head Stomp.

vs. Chun Li



Head to head, Chun's Whirlwind Kick is a deadly weapon. To defend against it, crouch and Roundhouse her as she whirls by. You'll dodge the legs and cause damage at the same

time. When she jumps Towards you, leap and try to snag her in mid-air for an Air Shoulder Throw. To play it safe, jam underneath her, turn, and tap Forward to nail her with a Chest Flip Kick.

vs. Dhalsim



Don't get tricked into jumping - you're an easy target for Dhalsim. Always have your Lightning Leg revved and ready to go. If you manage to make any contact with Dhalsim, fire up the Leg to do some quick damage. Otherwise, play defensively against elastic man.

vs. E. Honda



When the big man tries to Hundred Hand Slap Chun, jump over and land behind him. Try to quickly knock him off balance with a Triple-Hit Combo. Chun Li can try to Toe Tap Honda, but watch out for the Head Butt. Honda's quick with the Head Butt, so Chun Li should avoid jumping towards him. Keep this battle on the ground.

vs. Guile



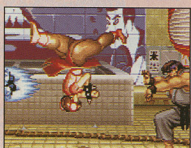
Jump Towards Guile only from far away. When you do jump, play it safe with a Forward or Roundhouse. Otherwise, Guile can easily walk underneath and throw you. When Guile's tossing Sonic Booms, try to stay close and use Forward or Roundhouse to block him in mid-Boom.

vs. Ken



Ken's deadly Dragon Punch packs a longer reach in the Champion Edition. Against Ken, play defensively. Crouch and when Ken throws a Fierce Dragon, jump him and use an Air Shoulder Towards Throw. Stay on the ground and try to out-time him with low Forwards and Roundhouses. If you're lucky, you'll trip him up.

vs. Ryu



If you're standing very close and Ryu tries to fry you with his speedy Fireball, fly into a Whirlwind Kick the second before you're hit. You'll whirl through the Fireball, and do some damage to Ryu as well. Stay on the ground, just as you would with Ken, and try to make Ryu miss his low Roundhouse. If he blows it, move in and use a Ground Shoulder Throw.

vs. Zangief



Zangief's a tough fight for Chun Li. Her best bet is to whittle away a little damage here and there. An effective strategy is to play keep away. Use low Forwards and, if the big man jumps, try to nail him with a standing Roundhouse. Stay in the middle of the screen. If Zangief catches you in the corner he's gonna pull Spinning Pile Drivers on you again and again.



vs. Balrog



Stay out of the air. Balrog's Dashing Uppercuts make mincemeat of flying Chun Li players. If he dashes Towards you, be ready to use a Foot Sweep to trip him up. Use the Lightning Leg only in close. If you use it from too far away, Balrog's Turn Punch will go right through it and nail you.

vs. Vega



Chun's got the airborne advantage, so use those flying moves. Let fly with well-timed Whirlwind Kicks over and over again when Vega's trying to pull his Air Slam. Chun Li's got almost constant invincibility while she's airborne, plus she pegs Vega with those twirling limbs. When Vega goes for the corners, try to land near him and use the Foot Sweep to trip him up. Then rev up the Lightning Leg and pulverize him.



vs. Sagat

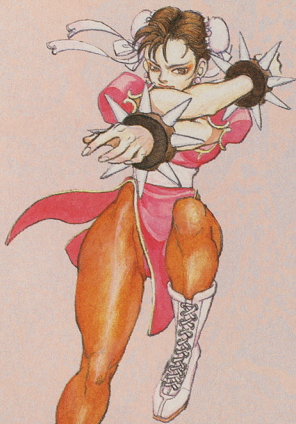


After Sagat tosses a Fireball, try to jump Towards him with a Forward or a Roundhouse to stop the Tiger Uppercut. If you're feeling brave, wait until baldy tosses a Fireball and then do a Toe Tap dance on his shiny head. Land behind him, and follow up with a quick Forward crouching kick to cause him maximum pain.

vs. M. Bison



Slippery Bison tries to slink in for the kill with a Slide Attack. Stay calm, block the slide, and then toss him to the ground with a Ground Shoulder Throw. Use the Head Stomp to nail Bison when he fires up his Flaming Torpedo.



BONUS STAGE

vs. the Drums Bonus Stage



To avoid getting singed, Chun Li should use ducking Roundhouse kicks to dent the drums, followed immediately by the Lightning Leg move.

vs. the Barrels Bonus Stage

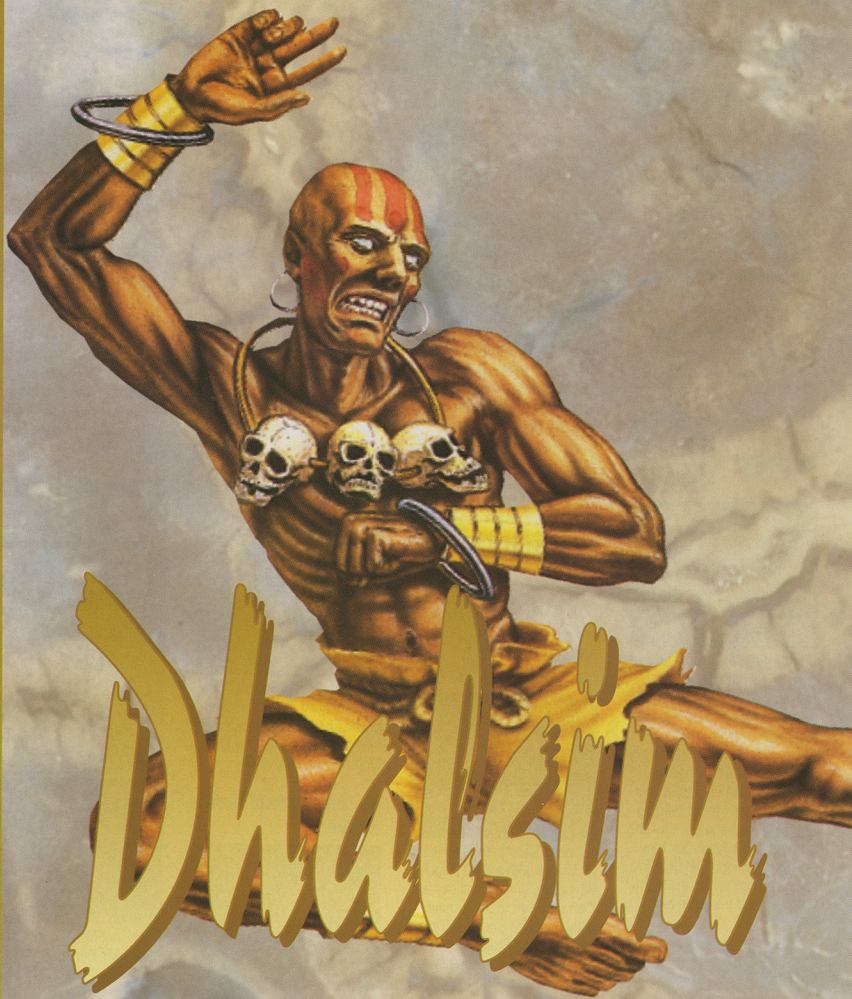


Chun Li can Lightning Leg her way through the Barrels, but

conservative players might opt for the tamer Roundhouse approach. Put Chun in the middle of the screen and tag barrels with regular Roundhouse kicks as they drop.



Check out Chun Li's ending, Champion Edition Style.



Dhalsim

ANIMATION SHOWCASE



Battle Stance



Win 1



Win 2



Lose/Draw



Block



Dizzy



Shock Therapy



Knockout

INDIA: Indoor Temple



Prior to fighting with the pumped-up World Warriors, Dhalsim likes to meditate inside his favorite temple and stretch out his arms and legs in preparation for battle. He is proud of the rich wall tapestry and finely-crafted architecture designed by his ancestors. The elephants watch the fights from each side of the building.

Character Voices:

"Yoga Fire!"
"Yoga Flame!"

SNES

Profile

Vital Statistics

Date of Birth: November 22, 1952
Height: 5 ft. 10 in. (varies)
Weight: 107 lbs. (varies)
Blood Type: O
Home Land: India
Martial Art: Kabaddi
Likes: Meditation, Curry
Dislikes: Rage, Sweets

Personality Profile

Mentally and spiritually disciplined in the arts of Yoga, Dhalsim has nearly fulfilled the requirements of his art to join the elite Yoga Masters in a higher state of consciousness. He now must test his abilities in the World Warrior tournament to prove his perfection of mind, body, and soul. Dhalsim can channel his powers of meditation into two devastating fire attacks, which match his opponents' missile weapons flame for flame. By controlling the nature of his physical existence, he can even bend and stretch his arms and legs to attack opponents with long-reaching limbs.

Battle Quotes:

"I will meditate and then destroy you!"
"Now you've realized the inner mysteries of Yoga!"

BASIC ATTACKS

Dhalsim

PUNCHES
Fierce
Strong
Jab

Standing

Standing Close

Ducking

Ducking Close

Jump Up/Towards

 11%	 25%	 13%	 13%	 13%
 9%	 10%	 9%	 10%	 10%
 7%	 8%	 7%	 8%	 8%

Dhalsim

KICKS
Roundhouse
Forward
Short

Standing

Standing Close

Ducking

Ducking Close

Jump Up/Towards

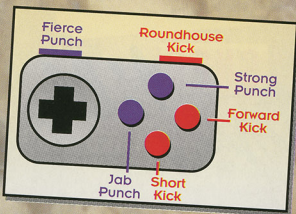
 11%	 13%	 13%	 13%	 13%
 9%	 7%	 7%	 10%	 10%
 10%	 8%	 6%	 8%	 8%

Key to Commands:

Towards: Push the joystick horizontally in the direction of the opponent.

Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.



CRUSHING COMBOS

Roundhouse Fire Trap

11% Damage



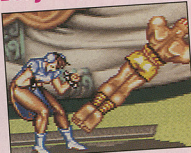
- 1) Here's another Fire trap. Use any speed Yoga Fire burst. The opponent will jump to avoid the incoming projectile.
- 2) Quickly execute a standing Roundhouse Kick to knock the enemy down.

Head Butt Combo 32% Damage



- 1) Move close to the opponent and use a standing Jab Punch.
- 2) Now press Fierce for a double-hit Head Butt.

Body Torpedo Combo 29% Damage



- 1) Start this move with a mid-air Body Torpedo. Try to hit the opponent and land next to him or her.
- 2) Just as you hit the enemy, begin an Arm Throw for sure-fire damage.

Fierce Fire Trap 13% Damage



- 1) You can harass the opponent with fireball combos. First, throw a slow-moving, Jab-button Yoga Fire.
- 2) Now, quickly use a ducking Fierce Punch for an easy, almost unavoidable hit!

HOT MOVES



CRUSHING COMBOS

Triple-Hit Combo

29% Damage



1) Walk Towards the enemy with a Jab Punch.



2) Land and throw a ducking-close Jab.



3) Now, finish the three-hit move with a ducking Roundhouse!

Elastic Limbs



1) Dhalsim's greatest defense is an elastic limb offense.

2) As you Stand still, leap, or duck, press any kick or any punch button to throw your arms and legs across the screen.

AWESOME ATTACKS

Head Spear

13% Damage



1) Jump in the air, then press Down plus Fierce to use your head as a Spear.

2) You'll land near the opponent, in perfect range for an arm or leg attack.



Body Torpedo

9% Damage



1) Jump in the air, then press Down plus Roundhouse to use your body as a Torpedo.



2) Catch the opponent off-guard with this quick, angled attack.

SNES



Head Butt

25% Damage



- 1) Move near the opponent and stand still.
- 2) Now press Fierce for a double-hit Head Butt! It's a great finisher for combos.

SPECIAL TECHNIQUES

Yoga Fire 17% Damage



- 1) Press Down, Down-Towards, Towards, and any punch button to breathe a long-distance fireball.



- 2) Use the Fire to trap the enemy against the edge of the screen and counter aerial attacks.



- 3) The Fire's fast enough to fend off other projectile weapons.

Slide Counter



- 1) To avoid most fire and body projectiles, hold Down and press any kick button to slide underneath the offending object.



- 2) Now stand up, turn around, and nail the attacker with a kick!

KILLER THROWS AND HOLDS

Yoga Nugie

29% Damage



Move next to the enemy, hold Towards or Back, and tap Strong for a skull-knocking Nugie.

Arm Throw

20% Damage



Stand on the ground, hold Towards or Back, then press Fierce for a body toss.

Yoga Flame

20% Damage



- 1) Press Back, Down-Back, Down, Down-Towards, Towards, and any punch button to blow a short-distance, but extra-deadly fireball.

- 2) Turn on the Flame to incinerate incoming opponents.

HOT MOVES

DHALSIM



Head to Head

vs. Blanka



Toss your Yoga Fire to bust Blanka in Ball or Electricity mode. Use ducking Fierce Punches to keep him at arm's length.

vs. Chun Li



Block in preparation for Chun Li's Down Kick. Duck and use a Slide attack when she lands, then complete your attack with an Arm Throw.

vs. Dhalsim



Toss Fire to nullify Fire. Use the Body Spear followed by an Arm Throw to inflict a double dose of Dhalsim damage.

vs. Guile



Don't attack with elastic limbs or Guile will use his Flash Kick! Instead, Slide under Guile's Sonic Booms and execute the Nugie.

vs. E. Honda



Unleash a Yoga Flame to burn Honda's Sumo Splash. Slide under his Torpedo and then try a multi-hit combo.

vs. Ken



In a Fireball fight, use a Roundhouse Slide to reach Ken. Now use Nugies and Arm Throws.

vs. Ryu



Try a standing Roundhouse to block Ryu's Helicopter Kick. If Ryu misses a Dragon Punch, quickly zap him with a Yoga Flame.



vs. Zangief



Zangief's a sitting duck when he executes a Spinning Clothesline. Attack with a standing Roundhouse, then move in with a Slide.

vs. Vega



Wait for Vega to execute his Fence Climb. When he lands after this assault, use a standing Jab followed by an Arm Throw.

vs. Sagat



To counter Sagat's high Fireball, throw a ducking Fierce punch. If Sagat tries a flying knee, block the hit, then use an Arm Throw.

vs. Balrog



Your Body Spear's faster than Balrog's fists. Use a Spear for one hit, land, and immediately throw him.

vs. M. Bison



Stand your ground and use rapid Roundhouse Kicks when Bison tries a Scissor Knee. Toss Yoga Fire to counter his Flaming Torpedo assault.

BONUS STAGE

**vs. the Wall
Bonus Stage**



Sledge hammer the wall with Dhalsim's Head Butt. Finish off the job with a Fierce Yoga Flame.

THE END



Dhalsim completes his rite of passage by destroying M. Bison as his wife and son cheer him on to victory. He celebrates Yoga-style by riding off into the sunset aboard an Indian elephant.

BONUS STAGE

**vs. the Car
Bonus Stage**

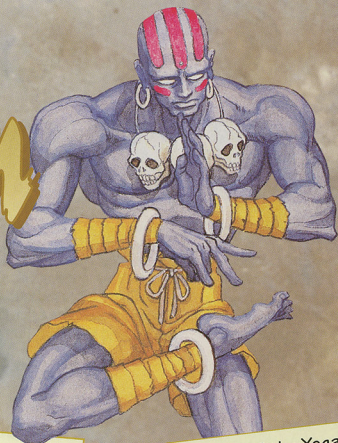


To quickly barbeque the car, nail it with a Head Butt. Follow up with a Fierce Fire Trap.

SNES

Dhalsim

Champion Edition Profile



INDIA: Indoor Temple



All six elephants appear in Dhalsim's Champion Edition level, and the Temple's carpeting is now a purple shade.

Followers of the Yoga discipline know that perfection is impossible. Dhalsim studied theories of velocity, and after extended meditation he was able to improve the speed of his body attacks in preparation for the Champion Edition.

ANIMATION SHOWCASE

DHALSIM



Battle Stance



Win 1



Win 2



Lose/Draw



Block



Dizzy



Shock Therapy



Knockout

BASIC ATTACKS

Dhalsim

PUNCHES
Fierce
Strong
Jab

Standing

Standing Close

Ducking

Ducking Close

Jump Up/Towards

	 8%*	 20%	 8%	 8%	 10%
	 6%	 7%	 7%	 7%	 7%
	 5%	 4%	 4%	 6%	 5%

Percentage indicates amount of damage to the opponent's lifebar.

Dhalsim

KICKS
Roundhouse
Forward
Short

Standing

Standing Close

Ducking

Ducking Close

Jump Up/Towards

	 8%*	 9%	 8%	 8%	 9%
	 6%	 7%	 7%	 7%	 8%
	 5%	 4%	 4%	 4%	 5%

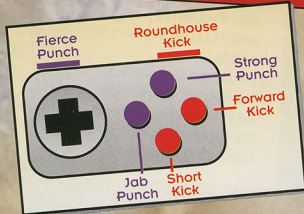
Percentage indicates amount of damage to the opponent's lifebar.

Key to Commands:

Towards: Push the joystick horizontally in the direction of the opponent.

Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.



HOT MOVES

SPECIAL TECHNIQUES

Instant Spear/Torpedo

10% Damage



- 1) The elastic man makes a point with this deadly new move. Jump Up.
- 2) Then press Down plus Fierce or Roundhouse to immediately attack using your head as a spear or your body as a torpedo! In Street Fighter II, Dhalsim could only pull this move at the peak of a jump. In the Champion Edition he can pull it anywhere, anytime!

Champion Edition

CRUSHING COMBOS

Triple-Hit Combo

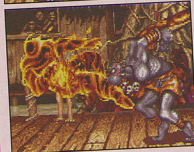
21% Damage



- 1) If your opponent is dizzy, stand close and toss a ducking Jab.
- 2) To complete the combo, fry your opponent with a two-in-one Yoga Fire.
- 3) To vary the combo, finish it with a Two-in-One Yoga Flame. What both moves lack in damage, they make up for in style!

Two-in-One Yoga Flame

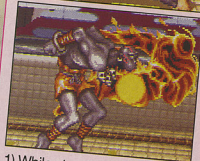
18% Damage



- 1) While standing very close, pull straight Down, and hit Forward to deliver an ankle kick. If you're not pulling straight Down, this turns into a Slide.
- 2) As you use the ankle kick, immediately complete the controller motion to scorch the opponent with a combo-concluding Yoga Flame.

Two-in-One Yoga Fire

15% Damage



- 1) While standing very close, pull straight Down, and hit Forward to deliver an ankle kick. If you're not pulling straight Down, this turns into a Slide.
- 2) As you use the ankle kick, immediately complete the controller motion to blow a yoga fire and finish off this "hot" combo.

DHALSIM



Head to Head

vs. Blanka



If Blanka jumps close to attempt a Head Bite, use the Forward slide to go underneath him. Then, turn and throw him. When he goes Electric, try to nail him in the head with an Instant Spear or Torpedo. Do the same thing against his Rolling Attack.

vs. Chun Li



When Chun Li jumps Towards you, leap back and use your jumping Roundhouse to knock her out of the air. As she jumps, you can also Forward

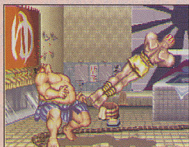
Slide under her and then turn and throw her. When Chun Li tries to do her Whirlwind Kick, wait until she's right in front of your face and then use a low Jab or Strong to take the gusts out of her Whirlwind.

vs. Dhalsim



When Dhalsim tosses a Yoga Fire, quickly duck and use your crouching Fierce to nail him underneath the Fire. Then, stand and block the incoming Fireball. In this long battle, avoid tossing Fire and wear down Dhalsim with your Instant Spears and Torpedoes. Don't slide or elastic man will Spear you.

vs. E. Honda



Stop Honda's Moving Hundred Hand Slap with an Instant Spear. Execute a Yoga flame to burn up his Head Butts. If Honda unleashes a Sumo Splash tidal wave, absorb the hit and throw him.

vs. Guile



If you're feeling defensive, toss Fireballs and use kicks and trip slides to keep Guile away. If you're feeling brave, attack with an Instant Spear or a Sliding Foot Sweep whenever Guile tosses a Sonic Boom. If you get Guile in the corner, your standing Forward will prevent him from throwing a Sonic Boom every time. Watch out for the Flash Kick when you stick out those long limbs.

vs. Ken



If Ken jumps, he's a siting duck. Slide Towards him with a Roundhouse and try to trip him. When he wings towards you with a Hurricane Kick, crouch and wait for him to land. Then, try to toss him or Head Butt him. Alternate your kicks and Jabs to sucker Ken into pulling a Dragon Punch, then nail him!

vs. Ryu



Ryu likes to use his Hurricane Kick to fly over Dhalsim's Fireballs. Use the Yoga Flame to douse the Hurricane Kick. Since it's so easy for Ryu to punch Dhalsim's lengthy limbs, fake often, and wait for him to make a move.

vs. Zangief



Toss a Yoga Fire when Zangief tries to do his Spinning Clothesline! As the Fireball flies, quickly walk Towards Zangief, duck, and use your Fierce Punch just as the Fireball passes through his body. He'll take damage from the Fierce and from the Fireball. Don't let Zangief trap you in the corner. Spear moves are risky since they give Zangief the opportunity to go for the Spinning Pile Driver.

**Champion
Edition**

DHALSIM



Head to Head

vs. Balrog



Try to back the big guy into a corner with your Fireballs. If he jumps Towards you to punch, wait until he's about to hit you and chop his punch with a standing Jab. Don't toss Yoga Fireballs if you're within a half screen or you'll be vulnerable to a Turn Punch.

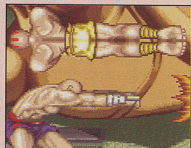
vs. Vega



Use the same strategy you used against Chun Li to counter Vega's airborne attacks. If Vega unsheathes the Tumbling Claw, slide into him to stop it. If he tries to bounce

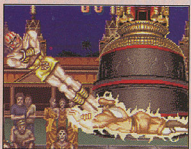
off the wall to attempt an Air Suplex, wait until he's flying Towards you, and then use the Roundhouse Slide to escape. You might take a scratch from the claw, but it's better than getting slammed.

vs. Sagat



When Sagat tosses a low Fireball, jump up and deflate him with an Instant Spear or Head Butt. The Slide attack works, but timing is tricky. You must wait until Sagat is almost on top of you. If you make your move too soon, he'll kick you with those long legs. Jump backwards to escape baldy. Use your long reach to kick him when he uses Uppercuts.

vs. M. Bison



Stay out of Bison's deadly Corner Trap. If you do get caught, use a ducking punch to throw

off his timing in order to escape. The Instant Spear will douse Bison's flame attack and his Scissor Knee. Use the same move to trap Bison in the corner. Spear him, jump Back, and repeat. Use a low kick Fireball combo when Bison's at close range to stop his attacks and buy time to escape.



Check out Dhalsim's ending, Champion Edition style!

BONUS STAGE

vs. the Drums Bonus Stage



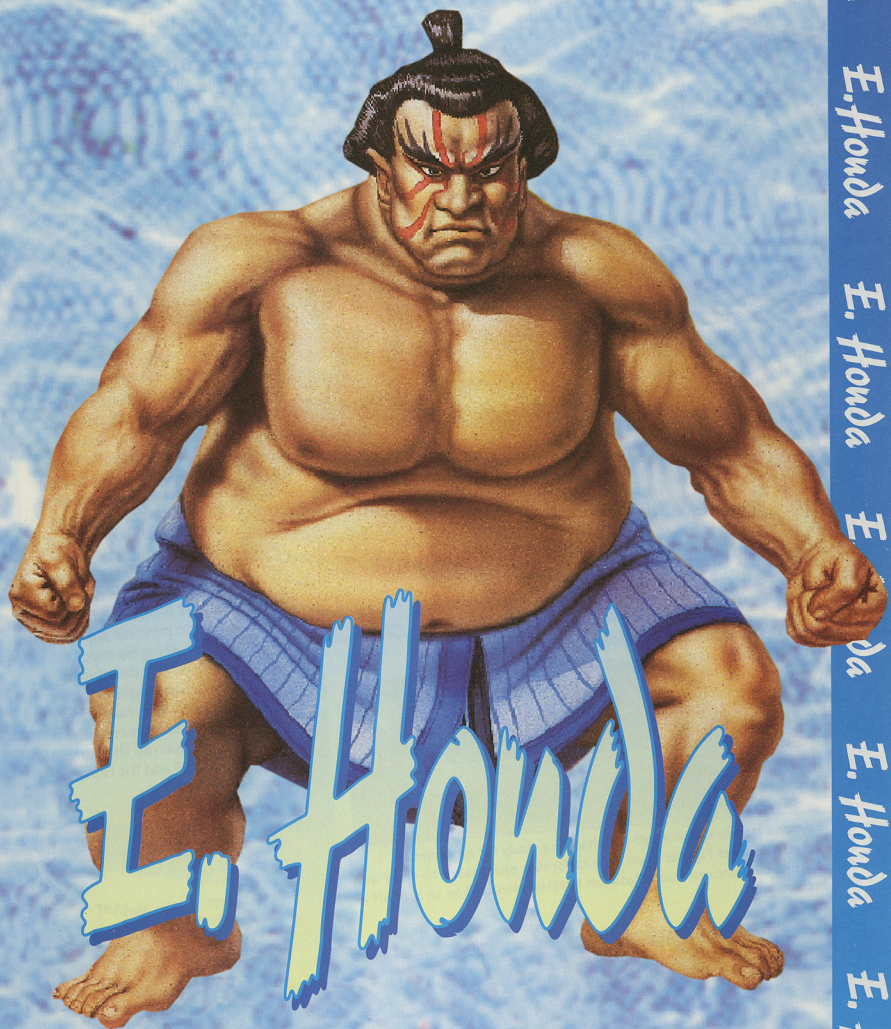
Stand in the center of the screen and Head Butt the drums to dent some serious metal. Dhalsim's a Street Fighter, but don't play fire fighter or the flames will burn you up.

vs. the Barrels Bonus Stage



Head butt the barrels as they bounce off the trampoline. You'll get a sore noggin but you'll clear the stage!





E. Honda

ANIMATION SHOWCASE



Battle Stance

Win 1

Win 2

Lose/Draw



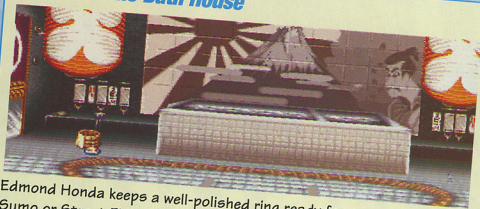
Block

Dizzy

Shock Therapy

Knockout

JAPAN: Sumo Bath House



Edmond Honda keeps a well-polished ring ready for any combat, Sumo or Street Fighter style. Honda forbids spectators to enter and disrupt his concentration. Between battles, Honda likes to cool off in his hot tub.

SNES

Profile

Vital Statistics

Date of Birth: November 3, 1960
Height: 6 ft. 2 in.
Weight: 304 lbs.
Blood Type: A
Home Land: Japan
Martial Art: Sumo Wrestling
Likes: Bathing, Discipline
Dislikes: Indecisiveness

Personality Profile

As Japan's premiere Sumo Wrestler, Edmond Honda fights hard in the ring, and plays hard in his hot tub. After winning the "Yokozuna" title, he decided to enter the Street Fighter II tournament to demonstrate his abilities to the world. When the other contestants laughed and challenged the validity of Sumo in the martial arts arena, Honda vowed to prove his superiority by crushing his opponents. A fierce devotion to his art has taught him to be patient and channel his powers into awesome attacks such as the Sumo Head Butt and the Hundred Hand Slap.

Quotes:

"Can't you do better than that?"
"It's natural for a Sumo Wrestler to become the world's strongest!"

BASIC ATTACKS

Honda

Fierce

PUNCHES
Strong

Jab

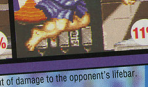
Standing

Standing Close

Ducking

Jump Up

Jump Towards



Percentage indicates amount of damage to the opponent's lifebar.

Honda

Roundhouse

KICKS
Forward

Short

Standing

Standing Close

Ducking

Jump Up

Jump Towards



PUNCHES

Jab Strong Fierce

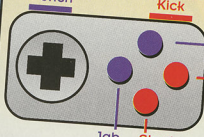


Short Forward Roundhouse

KICKS

Fierce Punch

Roundhouse Kick



Jab Punch Short Kick

Strong Punch

Forward Kick

Key to Commands:

Towards: Push the joystick horizontally in the direction of the opponent.

Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.

AWESOME ATTACKS

Standing Foot Sweep

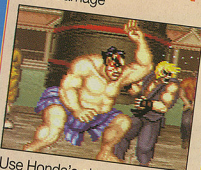
14% Damage



Stand close to the opponent, then press Roundhouse. You'll knock the opponent right off his feet with a long-range leg!

Standing Fist Sweep

17% Damage



Use Honda's standing-close Fierce to upend an enemy in one hit!

Low Fist Sweep

14% Damage



Duck close to the enemy, then use a Fierce Punch to take him down to the ground.

Low Foot Sweep

14% Damage



Duck close to the opponent, then press Roundhouse to take down the enemy with one easy hit.

Butt Crush

11% Damage



Leap in the air, then hold Down and press Short. You'll drop a B-bomb on the opponent!

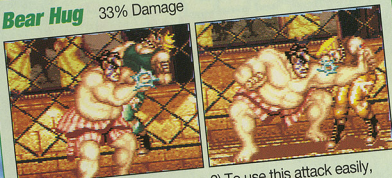
HOT MOVES

SNES



KILLER THROWS AND HOLDS

Bear Hug 33% Damage



- 1) Stand close to the opponent, then hold Towards or Back and press Fierce or Roundhouse to crush his or her body against your chest.
- 2) To use this attack easily, throw a jab. When the enemy blocks, execute the Bear Hug.

Shoulder Throw 25% Damage



Move close to the enemy, then hold Towards or Back and press Strong to toss the opponent to the turf.

CRUSHING COMBOS

Knee Combo 42% Damage



- 1) Jump Towards the opponent and use a Fierce Punch.
- 2) Land, stand still, and press Roundhouse.
- 3) Your Knee Bash will inflict two hits to pile up mega damage!

Triple-Hit Combo 44% Damage



- 1) Jump Towards the enemy and throw a mid-air Fierce Punch.
- 2) Stand close and use a Strong Punch.
- 3) Complete the combo with a ducking Fierce Punch.

Sumo Head Butt

17% Damage



- 1) Pull Back or Down-Back to Charge, then press Towards plus any Punch button to propel your entire body at the opponent. The stronger the Punch button you use, the faster you'll fly through the air.
- 2) If you use the Jab button to execute the Head Butt just as your opponent starts an attack, you'll be invincible! This is especially useful against airborne enemies.
- 3) Use the Head Butt when an enemy misses a special technique for devastating results.
- 4) Charge Back during a Torpedo to fly back and forth across the screen.

SPECIAL TECHNIQUES

Hundred Hand Slap

17% Damage



- 1) Tap any Punch button rapidly to charge up Honda's Hundred Hand Slap. This blinding flurry of fists will daze and destroy the enemy.
- 2) You can charge the Hand Slap while jumping or using a hold attack.

HOT MOVES

SNES

AWESOME ATTACKS

Sumo Splash

13% Damage



Jump in the air, then hold Down and press Fierce or Forward. You'll land stomach-first on the enemy's face!

Knee Bash 25% Damage



- 1) Move close to the opponent. While standing still, press Roundhouse.
- 2) You'll hit the enemy twice with a fast foot.

E. HONDA



Head to Head

vs. Dhalsim



Jump Towards Dhalsim and throw a Fierce Punch to counter the Yoga guru's extended arms. Be careful, Dhalsim slides under your Head Butts.

vs. Blanka



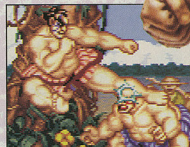
Counter Blanka's Ball Attack with a Jab Punch. If he attempts a mid-air combo, use a Jab-button Head Butt followed by a throw.

vs. Chun Li



Use your invincible Head Butt to stop Chun Li's Toe Tap maneuver, then crouch and attack with quick jabs.

vs. E. Honda



Your best strategy is a full-out assault from the air, including combos and Hundred Hand Slaps. He can use the invincible Head Butt, but so can you!

vs. Guile



Leap over Guile's Sonic Booms and use your Triple-Hit Combo. Block Flash Kicks and counter with a Fierce Head Butt.

vs. Ken



Don't use the Hundred Hand Slap or Ken will toss Fireballs. Instead, move within range and catch Ken when he's unprotected with a combo or throw.

vs. Ryu



Use your invincible Head Butt to stop Ryu's Hurricane Kick, then Hundred Hand Slap him quickly and efficiently.

SNES

E. HONDA



Head to Head

vs. Zangief



Use Fierce Head Butts and Zangief will feel the pain. If he uses a Spinning Clothesline, duck and counter with a Low Foot Sweep.

vs. Balrog



No contest! Simply jam on the Jab button to use the Hundred Hand Slap technique. Balrog will be punished!

vs. Vega



When Vega starts a flying attack, jump and counter with a high Roundhouse Kick. Then, while Vega's vulnerable, jump Towards him and inflict several doses of Roundhouse damage.

vs. M. Bison



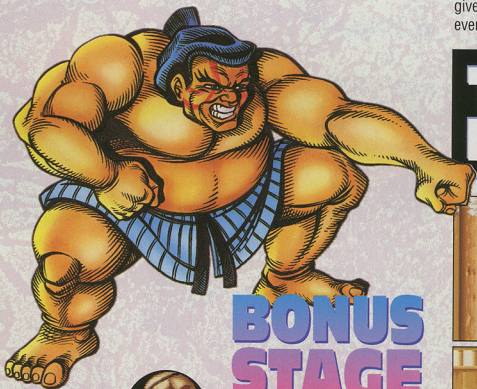
Rely on the invincible Head Butt to counter Bison's arsenal, including the dreaded Scissor Knee. Throw him just before he tries a Flaming Torpedo.

BONUS STAGE

vs. the Wall Bonus Stage



Use Honda's Hundred Hand Slap to pummel the wall to bits. Press against the wall as you give it a "hand" and you won't even have to move!



THE END

vs. Sagat



Leap over Sagat's low Fireballs and execute the Triple-Hit Combo. Leap away from his Uppercuts and use the Roundhouse Kick.

vs. the Car Bonus Stage



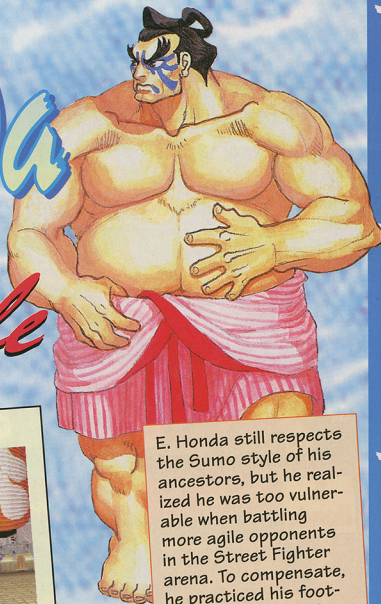
Smash the car's door with your Hundred Hand Slap. Once one side is bashed, leap over the car and start the Slap again.



After Bison's relieved of his Street Fighter title, Edmond Honda returns to his bathhouse in Japan to celebrate. He munches on a well-deserved meal of "nabe" as his students admire his well-rounded body.

E. Honda

Champion Edition Profile



JAPAN: Sumo Bath House



Honda's Bath House gets the Champion Edition treatment with recolored yellow walls.

E. Honda still respects the Sumo style of his ancestors, but he realized he was too vulnerable when battling more agile opponents in the Street Fighter arena. To compensate, he practiced his footwork and developed a moving version of the Hundred Hand Slap. Although his fighting techniques now break all Sumo rules, he will return to the traditional way if he is ever invited to participate in a Sumo-only tournament.

ANIMATION SHOWCASE



Battle Stance



Win 1



Win 2



Lose/Draw



Block



Dizzy



Shock Therapy



Knockout

BASIC ATTACKS

E. Honda

Fierce

Strong

Jab

Standing

Standing Close

Ducking

Jump Up

Jump Towards



11%



11%



13%



9%



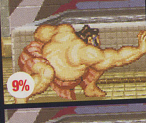
13%



9%



10%



9%



13%



11%



7%



9%



7%



8%



10%

Percentage indicates amount of damage to the opponent's lifebar.

E. Honda

Roundhouse

KICKS

Short

Standing

Standing Close

Ducking

Jump Up

Jump Towards



12%



20%



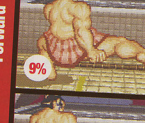
12%



9%



12%



9%



10%



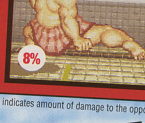
9%



12%



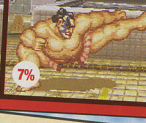
11%



8%



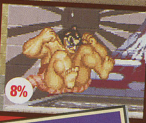
8%



7%



8%



8%

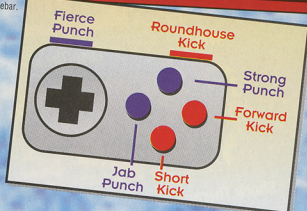
Percentage indicates amount of damage to the opponent's lifebar.

Key to Commands:

Towards: Push the joystick horizontally in the direction of the opponent.

Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.



SPECIAL TECHNIQUES

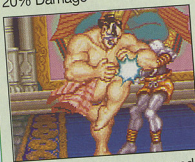
Moving Hundred Hand Slap 11% Damage



- 1) Tap any punch button rapidly to hit it off with Honda's Hundred Hand Slap. Now you can move left and right while you're in mid-Slap.
- 2) Try to trap the attacker against the edge of the screen and Slap him or her silly!

KILLER THROWS AND HOLDS

Head Bash 20% Damage



Hold Towards the enemy and push Roundhouse to grab his or her skull and slam it with your knee. While having a bash, charge either your Sumo Head Butt or Hundred Hand Slap for a great one-two attack.

Easy Shoulder Throw 20% Damage

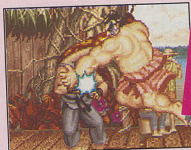


- 1) After you knock down an enemy, stand close to the fallen body. Then jump Up and stick out a Short Kick.
- 2) If the attacker blocks, cut loose with a quick Shoulder Throw!

HOT MOVES

Champion Edition

Slap Combo 24% Damage



- 1) Hop Towards the opponent and just before you touch down, use a flying Fierce Punch or Roundhouse Kick. As you use this airborne move, jam on any punch button.
- 2) Continue to tap the punch button and you'll throw a Hundred Hand Slap when you land.
- 3) Even if the enemy blocks, you'll Slap away energy!

CRUSHING COMBOS

Body Splash Combo 31% Damage



- 1) Leap Towards the enemy and position yourself so you land on the other side of his or her body. As you fly, press Forward to take a dive with Honda's Sumo Splash.
- 2) Land, turn around, and immediately press Forward while ducking close.
- 3) The double-hit Foot Bash plus Splash adds up to a triple-hit tidal wave!

E. HONDA



Head to Head

vs. Blanka



When Blanka turns on the Electricity juice, use a ducking Forward from close by, or a standing Roundhouse from far away, to stop him. Trip Blanka with ducking Roundhouse Kicks after he lands from a jump.

vs. Chun Li



Use your Jab-button Sumo Head Butt to take out Chun Li's Whirlwind Kick just as her foot is about to connect with your forehead. After she pulls a Head Stomp, block, then nail

Champion Edition

her with a double-hit standing Roundhouse. Jump Back and hit Strong if she uses the Flipping Neck Breaker.

vs. Dhalsim



Toss Dhalsim around the screen if he busts an Instant Spear or Torpedo. Use a Forward-button Sumo Splash to take the grease out of his Slides. Jump and toss a Fierce Punch to make him suffer if he tries a Yoga Fire Trap pattern.

vs. E. Honda



Duck and tap Forward Punch to take the slap out of Honda's Hundred Hands. Just as his skull's about to knock you silly during a Sumo Head Butt, counter with a Jab-button Head Butt of your own for temporary invincibility.

vs. Guile



Hop over Guile's Sonic Booms, then use a flying Fierce to counter his jump kicks. Be sure to nail him, then on your way down, Charge your Hundred Hands to go Slap-happy. Apply pressure and use a Shoulder Throw to put a halt to Guile's combo efforts.

vs. Ken



Hop Up when Ken tosses Fireballs, but don't leap Towards him or you'll get rammed with a Fierce Dragon Punch. Wait for him to land after a Dragon, then cut loose a Sumo Head Butt. If Ken tries to trap you in a corner, leap and use a Fierce Punch over a slow-moving Fireball to escape.

vs. Ryu



Move close to Ryu and execute a standing Roundhouse to trip him in-between fast Fireballs. Duck and throw a Strong Punch or Forward Kick to stop his Hurricane Kick. Use a standing Fierce Punch to nullify Ryu's leaping attacks.

vs. Zangief



Bust Sumo Head Butts to keep your distance from Zangief and whittle away his energy. He'll have a hard time stopping your Butts, even with a Spinning Clothesline. When you use leaping attacks, immediately pull your Hundred Hand Slap as you land to prevent his Spinning Pile Driver onslaught. If he knocks you down, start Charging. If he leaps Towards you, use a Jab-button Head Butt as you stand up.

Champion Edition

vs. Balrog



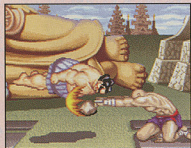
Stand still and toss Jab or Strong Punches to stop Balrog's Turn Punches. Throw a standing Fierce chop to ground Balrog if he leaps Towards you to attack. Crouch and use Forward Kicks to eliminate Balrog's ducking Roundhouse Fist Sweeps. After you throw him, keep the heat on with Mobile Hundred Hands.

vs. Vega



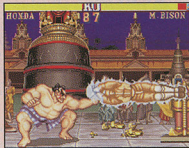
When Vega uses his Wall Climb, toss a well-timed standing Fierce chop to knock him away cleanly or exchange hits. To de-claw Vega's Tumbling Claw, use a Jab Head Butt or a ducking Forward Kick. As a last resort, Vega will try to claw you to death with a rapid-fire series of regular strikes. If he's ducking, counter with a crouching Forward. If he's standing, fight back with a standing Strong. Your blows will suck away more energy than his.

vs. Sagat



Stick it to Sagat with Sumo Head Butts when he tosses low Fireballs. Use a Shoulder Throw when Sagat lands after a Tiger Knee. Duck and tap Forward to stop Sagat cold if he tries ducking trip kicks.

vs. M. Bison



Stand still and use a well-placed Jab Punch to put the fire out of Bison's Flaming Torpedo. Block Bison's Scissor Knee, then counter-attack with a Sumo Head Butt. If the dictator tries his Head Stomp, leap Back and use a flying Fierce Punch. If you see him hesitate for an instant as he Charges Back for a Torpedo, do your worst with a leaping Roundhouse.

BONUS STAGE

vs. the Drums Bonus Stage



Go mobile with Honda's Hundred Hands to beat the drums, but don't get smacked as they fall!

vs. the Barrels Bonus Stage



Study the barrels' falling pattern and use standing Fierce Punches to chop them to bits as they rain down on both sides of your buffed body.

THE END



Check out E. Honda's ending, Champion Edition style!

Guile Guile Guile Guile Guile Guile Guile



Guile

ANIMATION SHOWCASE



GUILE

USA: Air Force Base



Guile holds his street fights at an Air Force Base in the southeastern United States. His air combat buddies relax from recent missions and cheer him on to victory. During heated battles, boxes of supplies can be broken by flying bodies.

Character Voice:
"Sonic Boom!"

SNES

Profile

Vital Statistics

Date of Birth: December 23, 1960

Height: 6 ft. 1 in.

Weight: 191 lbs.

Blood Type: O

Home Land: U.S.A.

Martial Art: Special Forces

Likes: Coffee

Dislikes: M. Bison

Personality Profile

Guile suffered greatly when six years ago, an evil tyrant named M. Bison captured him and his best friend Charlie during a special mission in Thailand. After Charlie's death, a weakened and wounded Guile barely escaped Bison's chambers. While stationed at a military base in southeastern U.S.A., Guile slowly rebuilt his strength by lifting weights and honing his special forces fighting techniques. He even piloted military aircraft, and learned to control sound waves and unleash "Sonic Boom" projectile attacks. Guile now stands ready to face all challengers in the World Warrior tournament. He will not rest until he repays Bison for murdering his fellow soldier and comrade.

Battle Quotes:

"Go home and be a family man!"

"Are you man enough to fight with me?"

BASIC ATTACKS

Guile

Fierce

PUNCHES

Strong

Jab

Standing

Standing Close

Ducking

Jump Up

Jump Towards



14%



17%



14%



17%



17%



13%



13%



11%



13%



13%



7%



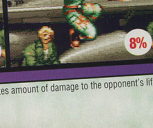
8%



7%



8%



8%

Percentage indicates amount of damage to the opponent's lifefar.

Guile

Standing

Standing Close

Ducking

Jump Up

Jump Towards

Roundhouse



14%



17%



14%



14%



14%

Forward



11%



13%



11%

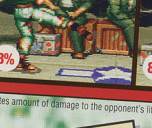


11%



11%

Short



8%



8%



7%



8%



7%

Percentage indicates amount of damage to the opponent's lifefar.

Key to Commands:

Towards: Push the joystick horizontally in the direction of the opponent.

Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.

Fierce Punch

Roundhouse Kick

Strong Punch

Forward Kick

Jab Punch

Short Kick

Punches

Jab

Strong

Fierce



Kicks

HOT MOVES

SNES

AWESOME ATTACKS

Knee Drop

7% Damage



- 1) Jump Towards the enemy and press Short Kick. You'll drop a knee on the opponent's jaw.
- 2) Follow the Knee with a combo.

Flip Kick

17% Damage



Stand close to the opponent and press Roundhouse. You'll flip upside down and feed a foot into the enemy's mouth.

Standing Uppercut

17% Damage



Stand still and press Fierce to use a high-hitting uppercut. This move takes out flying enemies.

KILLER THROWS

Ground Shoulder Throw

25% Damage



Stand close to the opponent, then press Towards or Back and hit Strong Punch to toss the enemy to the ground.

Suplex

25% Damage



Move close to the opponent, then press Towards or Back and use the Fierce Punch to Suplex the other warrior flat on his or her back!

Spinning Backfist

14% Damage



- 1) Pull Back and press Fierce to spin on your heels and nail the enemy with a big punch.
- 2) Use this while retreating to slam opponents on the run.
- 3) After using a Sonic Boom to nullify an enemy's Fireball, use the Backfist to catch him off guard!

Foot Sweep

14% Damage



- 1) Duck and press Roundhouse to trip up the opponent with a long-reaching leg.
- 2) The Sweep is a quick double-kick. The second foot reaches even farther than the first!

Back Breaker

25% Damage



Leap Towards the opponent and push Forward or Roundhouse to break his or her back. Ouch!

Air Shoulder Throw

25% Damage

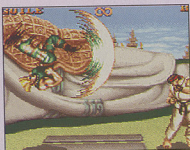


Jump Towards the enemy and press Strong or Fierce to throw him or her to the turf from mid-air.

SPECIAL TECHNIQUES

Flash Kick

17% Damage



- 1) Charge Down, then press Up plus any kick button to somersault in the air and execute Guile's awesome Flash Kick. The stronger your kick button, the farther you'll fly in the air.
- 2) Flash-dance to take down incoming enemies.
- 3) Also use the Flash Kick to counter opponents' special techniques.
- 4) If you miss a Flash Kick, throw close-range opponents just as you land!

Sonic Boom

17% Damage



- 1) Charge Back, then press Towards plus any punch button. You'll throw a Sonic Boom projectile attack at the opponent. Its speed is determined by the strength of your punch button.
- 2) Use the Sonic Boom to nullify other Fireball attacks.

CRUSHING COMBOS

Two-in-One 30% Damage Strong

Flash Kick 31% Damage Fierce



- 1) Charge Down for a Flash Kick. Then, push the controller Up. While Guile is standing, but before he jumps, throw a standing Strong or Fierce Punch.
- 2) Complete the Flash Kick by pressing Up plus any kick button. You'll Flash Kick from a standing position!

Flash Kick Combo 45% Damage



- 1) Leap Towards the enemy and hold Down to Charge for a Flash Kick. While jumping, throw a mid-air Fierce Punch.
- 2) Land, and continue to hold Down to Charge the Flash. Now use a ducking Strong Punch.
- 3) Finally, press Up plus any kick button to Flash your true colors at the enemy.

Two-in-One Sonic Boom 34% Damage



- 1) Charge Back for a Sonic Boom. Push the controller Towards the opponent, and mid-way through the motion press Fierce.
- 2) Now complete the Fierce Sonic Boom and you'll score two hits in one!

HOT MOVES

Four Fierce 65% Damage



- 1) Jump Towards the opponent, and while in mid-air pull Back to Charge for a Sonic Boom. As you fall, use a Fierce chop to the head.



- 3) Push Towards plus Fierce to throw the Boom.
- 4) Now, pull Back and press Fierce for a Spinning Back-fist - your fourth lethal hit in the combo! If you knock the opponent dizzy, use the Four Fierce combo again to re-dizzy him or her.

Four-Hit Standing Flash Kick 60% Damage



- 1) Jump Towards the opponent and hold Down to Charge a Flash Kick. While flying in the air, use a Fierce punch.
- 2) Land, and while still Charging Down, throw a ducking Strong Punch.
- 3) Now, begin to execute the Flash Kick. Press Up, and while he jumps, throw a standing Strong Punch.
- 4) Finally, complete the Flash Kick by pressing Up plus any kick button. You'll Flash Kick from a standing position!

Five-Hit Combo 47% Damage



- 1) Leap Towards the enemy while Charging Back for a Sonic Boom. First, use a flying Jab.
- 2) Land, and while still charging the Boom, use a standing-close Jab.
- 3) Now push Towards plus Jab to throw the Boom.
- 4) Immediately follow the Sonic Boom with a standing Jab.
- 5) Finally, duck and press Short Kick to trip up the enemy.

SNES



GUILE



Head to Head

vs. Blanka



Pull Down-Back to Charge both the Sonic Boom and Flash Kick simultaneously. If Blanka uses a Rolling Attack or Electricity, give him a Sonic Boom shock.

vs. Chun Li



To stop Chun Li's Head Stomp, you must wait until her foot's just about to hit your head. Then, use the Flash Kick to send her reeling. A Sonic Boom takes out her Whirlwind Kick or Lightning Leg.

vs. Dhalsim



Sonic Booms put out Dhalsim's fire, and a jumping combo will take him down. If Dhalsim tries the more devastating Yoga Flame, leap and land right next to him and the flame will swirl around you, but won't harm you.

vs. Guile



Keep up a Sonic Boom onslaught until Guile leaps Towards you. Then catch him with a Flash Kick. If he misses a Flash, throw him just when he lands.

vs. E. Honda



The Sonic Boom is faster than the Hundred Hand Slap or Sumo Head Butt. Use Flash Kicks to keep wide boy at a distance.

vs. Ken



Stop Ken's Fireballs with Sonic Booms, then use a Spinning Backfist to make him pay the price of Street Fighter technique ignorance. Use Flash Kicks to counter Ken's Dragon Punches.

vs. Ryu



Use a Flash Kick or jumping Roundhouse to stop Ryu's Hurricane Kick. Try a Foot Sweep to take down Ryu when he begins his Fireball motion.

vs. Zangief



Toss Sonic Booms at Zangief from a safe distance, and use a Foot Sweep if he attempts a Spinning Clothesline. Implement a Flash Kick to protect

yourself from the devastating mid-air Spinning Pile Driver combo.

vs. Balrog



Toss Sonic Booms when Balrog begins a Turn Punch attack. If Balrog muscles in too close, use Spinning Backfists to knock him dizzy.



vs. Vega



Throw slow-moving, Jab-but-ton Sonic Booms from a safe distance. Even if Vega Back-flips, the Booms will peg him at the edge of the screen! Make Vega suffer with a series of flying Roundhouse Kicks when he bounces off the wall.

vs. Sagat



Use Sonic Booms to nullify Sagat's high and low Fireballs. Jump in the air and Charge Down to sucker Sagat into using a Tiger Uppercut. Flash when he misses.

vs. M. Bison



Fight fire with fire. When Bison executes a Flaming Torpedo, toss a Sonic Boom. Use Flash Kicks against his Head Stomp. Try a jumping Roundhouse to eliminate the Scissor Knee attack.

vs. the Wall Bonus Stage



Jump up and land on the second ledge. Then use a standing Roundhouse followed by a ducking double-hit Roundhouse. Repeat this pattern over and over 'til the wall comes crashing down.

BONUS STAGE

vs. the Car Bonus Stage



Stand on one side of the car and Roundhouse its hood. After it's crushed, jump over and use low Roundhouse feet to send the auto to the scrapyard in the sky.

THE END



"HONEY, STOP!"



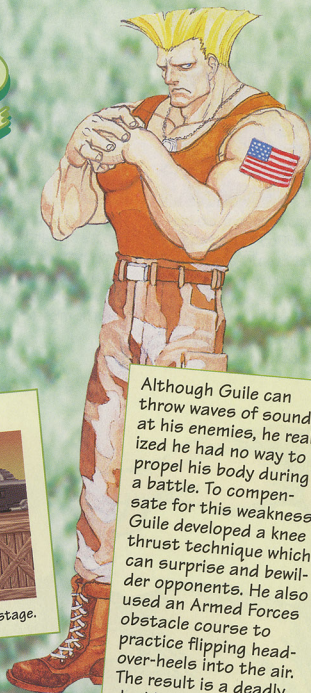
Guile stands poised to destroy Bison and end the reign of terror that battered him emotionally and physically. But his wife and daughter appear the moment before the death blow and urge Guile to spare the dictator's life. Living well is the best revenge, so Guile returns home to his family and leaves Bison humiliated and defeated in payment for Charlie's death.

SNES

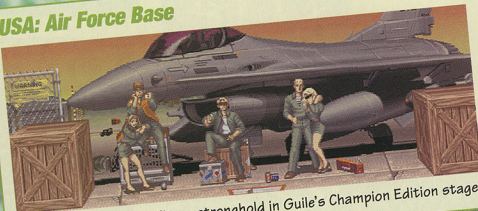
Guile

Champion Edition

Champion Edition Profile



USA: Air Force Base



ANIMATION SHOWCASE



BASIC ATTACKS

Guile

PUNCHES

Fierce

Strong

Jab

Standing

Standing Close

Ducking

Jump Up

Jump Towards

 14%	 14%	 14%	 14%	 14%
 8%	 8%	 8%	 9%	 10%
 3%	 3%	 3%	 3%	 3%

Percentage indicates amount of damage to the opponent's lifebar.

Guile

Standing

Standing Close

Ducking

Jump Up

Jump Towards

 14%	 14%	 14%	 14%	 14%
 8%	 8%	 8%	 9%	 10%
 3%	 3%	 3%	 3%	 3%

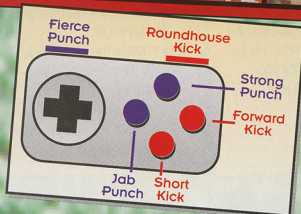
Percentage indicates amount of damage to the opponent's lifebar.

Key to Commands:

Towards: Push the joystick horizontally in the direction of the opponent.

Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.



Champion Edition

HOT MOVES

CRUSHING COMBOS

Five-Hit Combo 56% Damage



- 1) Charge Back, then press Towards and throw a Jab-button Sonic Boom.



- 2) As you throw the Boom, leap Towards the enemy. Immediately Charge Back for another Boom. While flying, throw a Fierce chop to the head.



- 3) Land, and while still Charging, use a standing-close Fierce Uppercut.



- 4) Immediately press Towards plus Fierce to lower the Boom.



- 5) Now pull Back and throw a Fierce Spinning Backfist for a fifth hit! This combo is so deadly it can dizzy your enemy twice in a row.

Four-Hit Standing Flash Kick

45% Damage



- 1) Leap Towards the enemy, and as you fly through the air, Charge Down. While jumping, throw a Fierce chop to the head just before you land.
- 2) Now land, and begin to push Up to use the Flash Kick. Mid-way through the motion, use a Fierce standing Uppercut.
- 3) Complete the Flash Kick motion and push Roundhouse.
- 4) If your opponent's large, the Flash Kick will double-hit for a total of four hits!

SPECIAL TECHNIQUES

Double-Hit Flash Kick

17% Damage



- 1) Charge Down, then press Up plus any kick button to use Guile's Flash Kick.
- 2) If you use the Roundhouse button, you can nail the opponent twice with this improved technique!

AWESOME ATTACKS

Knee Thrust

8% Damage



- 1) Hold Back or Towards and press Forward Kick to slap a flying knee right in the enemy's face.
- 2) Use the Knee Thrust to move within range for a combo.

GUILE



Head to Head

vs. Blanka



Throw Sonic Booms from far away to give Blanka a hotfoot. When he leaps over the Booms, use a ducking Forward Kick as he lands. At close range, fake a Sonic Boom. When he leaps, walk under him and bust a body throw. Duck and use a Strong Kick to trip him up during Electricity mode.

vs. Chun Li



If Chun Li leaps over you, walk under her. As she flies past you, stand and press Jab to

ground her. If she busts the Flipping Neck Breaker, leap back and throw her to the ground at the peak of her flip.

vs. Dhalsim



If Dhalsim starts an Instant Spear or Torpedo from far away, stand your ground and toss rapid Jabs. If he uses the move close to you, Charge and unleash a Flash Kick. Leap Towards him and Jab his limbs, but don't toss Sonic Booms too close to Dhalsim.

vs. E. Honda



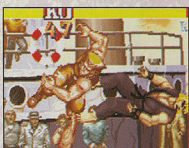
If E. Honda tries to Sumo Splash over your Sonic Booms, absorb the hit and then throw the incredible bulk to the ground. Duck and press Jab to de-Slap Honda's Hundred Hands. Try a standing Jab to counter his Head Butt.

vs. Guile



When the other Guile executes a Sonic Boom at close range, use a ducking Forward Kick. Guile will then try a standing Short Kick to stop your Forward. Instantly toss a Sonic Boom and you'll send him reeling. Use a ducking Roundhouse to crunch his Knee Thrusts. Also, if Guile tries to hop over your Sonic Booms, throw a standing Forward Kick at close range or a standing Roundhouse from a distance.

vs. Ken



Block Ken's wide-range Fierce Dragon Punch, then leap and toss him to the turf. Throw Sonic Booms to make Ken hop Towards you. Then step close to his incoming body, stand still, and press Forward when he is directly overhead.

vs. Ryu



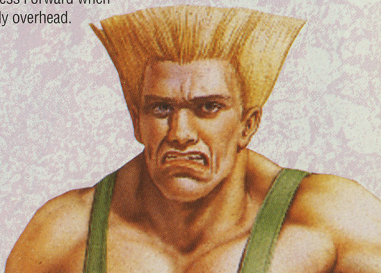
Ryu's one-hit Hurricane knock-down is tough. Wait until just before or just after he passes over you, then crouch and throw a well-timed Fierce Punch to take the wind out of his sails. Leap over Ryu's fast Fireballs, then try a Spinning Backfist just as you land. Knock Ryu off balance with ducking Forward Kicks when he attempts a Foot Sweep.

vs. Zangief



Stand and use a Roundhouse Kick to down Zangief if he hops a Sonic Boom. To throw off his timing, try leaping punches and kicks as he's flying over the Boom. This is a deadly keep-away pattern that's bad news for Zangief studs.

Champion
Edition



GUILE

Head to Head



vs. Balrog



Hold Down-Back to Charge a Sonic Boom and a Flash Kick at the same time. If Balrog Dashes use the Flash Kick, but if he keeps his distance, throw the Boom. Stand and throw a Jab to turn the tables on Balrog when he tries a long-range Turn Punch. Use a ducking Forward Kick if he starts the Turn Punch at close range.

vs. Vega



Use a standing Jab to counter Vega's high Claw attacks, and toss a crouching Jab to stop

his low Claws. Jump Back and throw a Fierce chop if Vega pulls his Wall Climb maneuver.

vs. Sagat

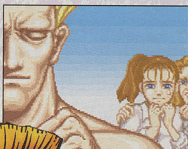


Make Sagat put out your Sonic Boom with a Fireball, then step Towards him, duck, and nail him with a Forward Kick. If he tosses a high Fireball from half a screen away from you, Flash Kick his vulnerable arms.

vs. M. Bison



At the start of the battle, immediately throw a Sonic Boom to stop incoming Bison attacks. Crouch and press Fierce to take him out if he leaps Towards you over the Boom. If you toss a Sonic Boom and he executes the Head Stomp from a long distance, leap back and use an Air Shoulder Throw.

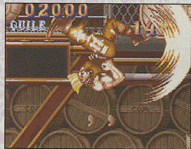


Check out Guile's ending, Champion Edition style!

BONUS STAGE

vs. the Barrels

Bonus Stage



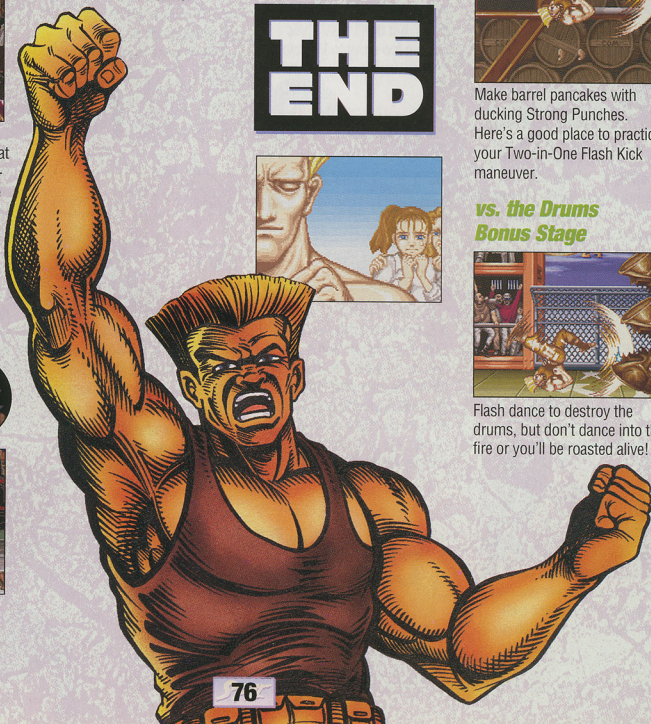
Make barrel pancakes with ducking Strong Punches. Here's a good place to practice your Two-in-One Flash Kick maneuver.

vs. the Drums

Bonus Stage



Flash dance to destroy the drums, but don't dance into the fire or you'll be roasted alive!





Ken

Vital Statistics

Date of Birth: February 14, 1965

Height: 5 ft. 10 in.

Weight: 169 lbs.

Blood Type: B

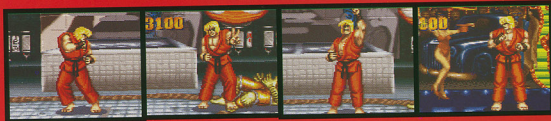
Home Land: U.S.A.

Martial Art: Shotokan Karate

Likes: Spaghetti

Dislikes: Plums

ANIMATION SHOWCASE



Battle Stance

Win 1

Win 2

Lose/Draw



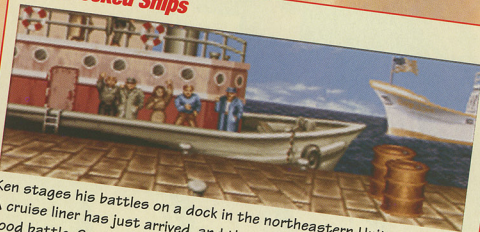
Block

Dizzy

Shock Therapy

Knockout

USA: Docked Ships



Ken stages his battles on a dock in the northeastern United States. A cruise liner has just arrived, and the passengers love to watch a good battle. Storage barrels line the battle field and break if hit violently.

Quote:

"Attack me if you dare, I will crush you!"

Battle Quotes:

"Attack me if you dare, I will crush you!"

"Get up!! It's too early for you to be defeated!"

Personality Profile

A disciple of martial arts grand master Sheng Long, Ken's been cleaning house ever since the days of Street Fighter I. After he and Ryu defeated Sagat in the original World Warrior tournament, Ken hit the sands and relaxed in paradise with his girlfriend. However, Ken considers himself the greatest fighter of all time, and returns to prove his claim in SF II. Fortunately, he's strong enough to back up his arrogance. His martial arts arsenal is honed to an edge, and it's identical to Ryu's. The Fireball, Hurricane Kick, and Dragon Punch are the secret techniques he learned from Sheng Long. He aspires to improve his techniques beyond his friend and rival Ryu's abilities.











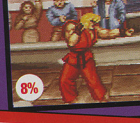
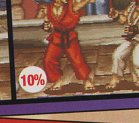
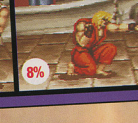

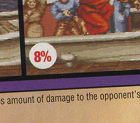
Character Voices:

"Ha-do-ken!" (Fireball)














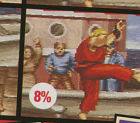

"Sho-ryu-ken!" (Dragon Punch)

"Tatsu-maki-sen-pu-kyaku!" (Hurricane Kick)

BASIC ATTACKS

Ken		Standing	Standing/Close	Ducking	Jump Up	Jump Towards
PUNCHES	Fierce	 14%*	 17%	 17%	 17%	 17%
	Strong	 11%	 13%	 13%	 13%	 13%
	Jab	 8%	 10%	 8%	 8%	 8%

Percentage indicates amount of damage to the opponent's lifebar.

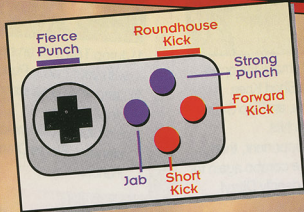
Ken		Standing	Standing/Close	Ducking	Jump Up	Jump Towards
KICKS	Roundhouse	 14%*	 20%	 17%	 17%	 17%
	Forward	 10%	 13%	 11%	 13%	 11%
	Short	 8%	 9%	 8%	 8%	 8%

Key to Commands:

Towards: Push the joystick horizontally in the direction of the opponent.

Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.



SNES

HOT MOVES

CRUSHING COMBOS

Dragon Combo #2

41% Damage



- 1) Jump Towards the enemy and throw a Jab Punch.
- 2) From a standing-close position, throw another Jab.
- 3) Follow it with a Fierce Dragon Punch for three fast hits.

Two-in-One Dragon Punch

42% Damage



- 1) Stand close to the opponent and begin your motion for a Dragon Punch. In the middle, press Fierce punch.
- 2) Complete the Dragon and you'll score two huge hits!

Short Kick Combo

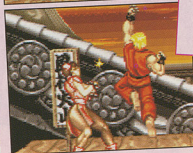
40% Damage



- 1) Jump and smack the opponent with a Short Knee.
- 2) Land, duck, and tap Short for multiple hits.
- 3) Dizzy the opponent, then execute the combo again for a second, deadly Dizzy!

Dragon Combo #1

47% Damage



- 1) Jump Towards an opponent with your Fierce Punch.
- 2) Land and use a standing close Fierce.
- 3) Simultaneously execute a standing Fierce Dragon Punch.

Helicopter Combo

40% Damage

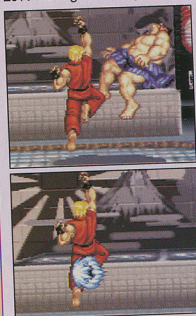


- 1) Jump Towards an enemy with a Fierce Punch.
- 2) Land and use a standing Jab.
- 3) Simultaneously execute a Hurricane Kick for three hits in sequence.

SPECIAL TECHNIQUES

Dragon Punch

13% Damage Standing
25% Damage Standing Close



- 1) Press Towards, Down, Down-Towards, and any punch button to use Ken's awesome uppercut, also known as the Sheng Long.
- 2) The Dragon Punch is your ticket to temporary invincibility.

Fireball Combo 45% Damage



- 1) Jump Towards the opponent with a Fierce Punch.
- 2) Land and use a ducking Forward Kick.
- 3) Now, finish the move with a Fierce Fireball.

Hurricane Kick 13% Damage



- 1) Press Down, Down-Back, Back, and any kick button to fly forward with a deadly spin-kick move.
- 2) You'll cruise over projectile attacks, such as Guile's Sonic Boom.

Two-in-One Fireball

27% Damage Jab
30% Damage Strong
34% Damage Fierce



- 1) Press any punch button to attack, and hold down the button as you use a Fireball.
- 2) Release the button just as you complete the Fireball for a double-hit!

Two-in-One Hurricane Kick

22% Damage



- 1) Press the Short Kick button to attack, and hold down the button as you use a Hurricane.
- 2) Release the button just as you complete the Hurricane for a double-hit!



HOT MOVES

SNES

SPECIAL TECHNIQUES

AWESOME ATTACKS

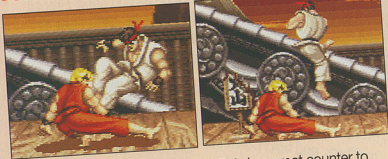
Axe Kick

20% Damage



- 1) Move close to the enemy then stand still and press Roundhouse.
- 2) You'll use a great double-hit high kick.

Foot Sweep



- 1) Knock the opponent off his feet with a ducking Roundhouse.
- 2) This is a great counter to missed special techniques.

Standing Uppercut

20% Damage



- 1) If an enemy jumps near you, hold down Down and press Fierce.
- 2) You'll uppercut the flying body out of the air.

Fireball

17% Damage



- 1) Press Down, Down-Towards, Towards, and any punch button to throw Ken's mystic Fireball.
- 2) Use it to trap the enemy against the edge of the screen and counter aerial attacks.

Shoulder Throw

25% Damage



- 1) Hold Back or Towards an opponent on the ground, then press Strong or Fierce for a body toss.
- 2) To make this attack easy, duck and press Jab. When the opponent blocks, quickly use the throw!

Back Roll

25% Damage



Move close to the opponent, then press Back or Towards, plus Forward or Roundhouse. This rolls your opponent into the dust.

KILLER THROWS

KEN



Head to Head

vs. Blanka



If Blanka rolls into a ball, counter-strike with a Dragon Punch for a massive hit. Toss Fireballs to keep him at a distance.

vs. Chun Li



When Chun Li uses a Whirlwind Kick, toss a Fireball. Then attack with a combo while she's stunned.

vs. Dhalsim



Anticipate his long-reaching kicks and toss Fireballs to take him down. Throw the Dragon Punch when Dhalsim uses a Yoga Spear.

vs. E. Honda



Throw a Fireball to give Honda a hotfoot. When he leaps away, it's Fierce Dragon Punch time.

vs. Guile



The army vet's vulnerable after a missed Flash Kick. Immediately throw a double-hit Dragon Punch. Don't get sucked into a Fireball fight or you'll suffer the backhand consequences.

vs. Ken



Ken's a master of the Dragon Punch, so don't leap directly near him. Instead, stand your ground and attack with Fireballs and close-in Back Rolls.

vs. Ryu



Ken finally meets his match with Ryu, a character with identical moves. Throw Fireballs to keep him away and rely on Sheng Long when the action gets hot and hairy.

vs. Zangief



Throw a Fireball and Zangief will be forced to use a Spin Punch for protection. Now, move in and drive your point across with a Roundhouse Foot Sweep.



KEN



Head to Head

vs. Balrog



A Hurricane Kick takes out the trash with ease. Balrog's massive girth makes him susceptible to multiple hits.

vs. Vega



Wear down Vega with Fireballs. When he climbs the fence, stand still and use a Fierce Dragon Punch.

vs. Sagat



Lanky Sagat can't withstand low Short Kicks. If Sagat misses an Uppercut, blast him with a Dragon Punch.

vs. M. Bison



Don't throw Fireballs or Bison will use a Scissor Kick.

Instead, knock Bison away with flying Roundhouse Kicks followed by a multi-hit combo. Use Fireballs to terminate his Flaming Torpedo.

BONUS STAGE

vs. The Car Bonus Stage



Annihilate the car with Ken's Dragon Punch. To throw a triple Dragon Punch, jump Towards the car with a Fierce. Crouch and hit Fierce again. Finish off with a Jab. Continue to use triple Dragon Punches until the car's a heap of mangled metal.

BONUS STAGE

vs. The Wall Bonus Stage



Go after the wall with the same destructive triple Dragon Punch that worked on the car. The wall tumbles quickly under Ken's deadly fists.

THE END



Ken proves his claim as "the greatest fighter of all time" by dethroning Bison in Thailand. Overcome with joy, he and his girlfriend join together in holy matrimony.

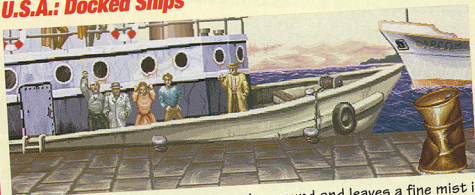


Ken

Champion
Edition



U.S.A.: Docked Ships



A recent rain gives a rusty hue to the ground and leaves a fine mist in the air in Ken's Champion Edition area.

Tired of people calling him a Ryu clone, Ken decided to add spice to his special techniques in the Champion Edition to prove his individuality. Brash and impatient, Ken pumped up his leg speed to make his Hurricane blow over enemies faster than ever. He also gave his Dragon Punch a longer reach. Some say Ken has become too reckless for his own good.

ANIMATION SHOWCASE



Battle Stance



Win 1



Win 2



Lose/Draw



Block



Dizzy



Shock Therapy



Knockout

KEN

BASIC ATTACKS

Ken

PUNCHES
Fierce
Strong
Jab

Standing

Standing Close

Ducking

Jump Up

Jump Towards

11%	13%	11%	11%	11%
7%	8%	7%	8%	7%
3%	3%	3%	5%	4%

Ken

KICKS
Roundhouse
Forward
Short

Standing

Standing Close

Ducking

Jump Up

Jump Towards

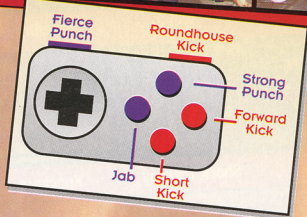
11%	13%	10%	11%	11%
7%	8%	7%	8%	7%
4%	4%	2%	5%	4%

Key to Commands:

Towards: Push the joystick horizontally in the direction of the opponent.

Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.



HOT MOVES

Champion Edition

CRUSHING COMBOS

Improved Hurricane Kick

4% Damage



- 1) Ken's Hurricane Kick is faster in the Champion Edition. Press Down, Down-Back, Back, and any kick button to execute this deadly spin-kick move.
- 2) Use the Hurricane Kick to escape from tight spots with this extra-fast flurry of feet. If your opponent stands up into the back of the kick, he can get trapped in a deadly series of kicks.
- 3) Set yourself up to attack your opponent with a Dragon Punch from behind. Let fly with a Hurricane Kick, land behind your opponent, and immediately tag him with the Dragon Punch.

Improved Double-Hit Dragon Punch

33% Damage



- 1) Press Towards, Down, Down-Towards, and any punch to throw a quick uppercut. If you Fierce Dragon Punch close to the enemy, you'll score two fast hits!
- 2) Ken's Dragon Punch has a much longer reach in the Champion Edition. Use a Fierce Dragon to clobber careless long-range opponents.

Two-in-One Fireball

18% Damage



- 1) To do double damage with a kick/fireball combo, throw any low kick.
- 2) Two-in-One into a Fireball.
- 3) This trick only works if your initial kick makes contact.

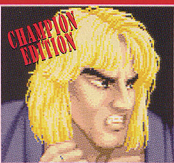
Four-Hit Dragon Punch Combo

50% Damage



- 1) To add a quick, but effective, opener to the Triple-Hit Dragon Punch Combo, leap Towards the enemy and position yourself so you land on his other side. As you fly, use a Roundhouse Kick.
- 2) Just as you land, pull Towards and execute a Standing Fierce.
- 3) Close this killer combo with a Double Hit Dragon Punch.
- 4) The fourth hit will more than take your opponent's breath away.

KEN



Champion Edition

Head to Head

vs. Blanka



Use a lot of fakes with Blanka. When he jumps, use the extra-long range of the Dragon Punch to take him out from a safe distance. Don't get trapped in the corner or Blanka will scratch you with low kicks. If you do get trapped in the corner, use a Fierce Dragon Punch to land on Blanka's other side and escape.

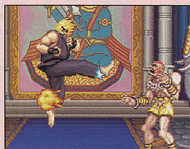
vs. Chun Li



Chun Li usually jumps sooner or later. Toss Fireballs, and try to Dragon Punch when she makes her move. If she won't

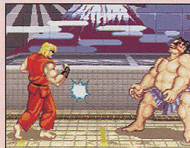
jump, make contact with a low kick and follow up with a Two-in-One Fireball.

vs. Dhalsim



From farther away, always use the Short Hurricane Kick to fly over Dhalsim's Fireballs. You'll dodge the Fireballs and land away from those deadly limbs. If you're within a half screen of Dhalsim, don't throw Fireballs at him. If you do, he may jump over them, and try to nail you with an Instant Spear or Torpedo. Try to fake Dhalsim and then Dragon Punch him when he reacts.

vs. E. Honda



When Honda starts flapping the Hundred Hand Slap, Dragon Punch him. You can also protect against the Sumo Splash with a Dragon Punch. If Honda gets too close and you try to toss a Fireball, he'll kick you and trip you.

vs. Guile



If you jump over Guile's Sonic Booms, you risk a Fierce Punch in the face. If you try to go head-to-head with projectile weapons and you're too close to Guile, he'll try a Spinning Backfist. If you see the fist coming, Dragon Punch it. Use this weakness to your advantage. If you read a Flash Kick and begin your Dragon Punch simultaneously, you can nail Guile when he flashes.

vs. Ken



Ken vs. Ken is a defensive, strategic battle. If you get trapped in a corner by Ken's Fireballs, wait until he moves too close. Use the Dragon Punch to fly out and nail him. Remember not to push him into the corner and make yourself vulnerable to the Dragon Punch. Do a lot of Fireball fake-outs to draw his Dragon Punch.

vs. Ryu



Use a strategy similar to Ken's, but be very careful about tossing Fierce Fireballs when you're within half a screen of Ryu - he'll spin over and tag you with a Hurricane Kick. Don't get into Fireball wars with Ryu, since his weapon is faster. Try to damage Ryu early, and then play defensively until he's done for.

vs. Zangief



vs. Balrog

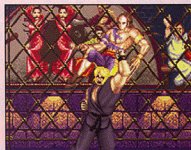


When Zangief moves close to you, fake the Fireball to make him execute the Spinning Clothesline. When he begins the move, use the Fierce Dragon Punch to knock him down. Keep moving to avoid the Spinning Pile Driver.



Balrog often likes to finish his combos with a ducking Roundhouse. Watch and try to Dragon Punch him when he uses the Roundhouse. Stay on the attack with Balrog. Keep him off balance to avoid his deadly combos.

vs. Vega



Be careful when you throw Fireballs. Vega will take advantage of your vulnerability to leap off the wall and Air Suplex you. If Vega tries to spring off

the wall, jump back and Fierce punch if you're desperate. If you have time, nail him with a Dragon Punch.

vs. Sagat



Take the initiative with Sagat. Any time you jump over a Fireball, time your Roundhouse or Fierce Punch to tag him during his Tiger Uppercut. The Hurricane Kick is hard for Sagat to stop. Throw Fireballs and when Sagat jumps over him, jump up and Roundhouse him.

vs. M. Bison



If you get trapped in the corner, try to predict when Bison will use his Scissor Knee and counter with a Dragon Punch. Or, predict when he'll fake and jump him to escape the corner. Always use Fireballs and the Dragon Punch pattern to keep him away. If you hold him off, he'll have to go for the Head Stomp - be sure to block it.

THE END



Check out Ken's ending, Champion Edition style!

**vs. the Barrels
Bonus Stage**



Stand in the center of the screen and press Fierce Punch to break up the barrels as they fall.

**vs. the Drums
Bonus Stage**



Here's a great place to practice your Two-in-One Jab Dragon Punch technique. You'll win and learn.

BONUS STAGE



Ryu

Vital Statistics
 Date of Birth: July 21, 1964
 Height: 5 ft. 10 in.
 Weight: 150 lbs.
 Blood Type: O
 Home Land: Japan
 Martial Art: Shotokan Karate
 Likes: Competition
 Dislikes: Spiders

ANIMATION SHOWCASE

RYU



Battle Stance

Win 1

Win 2

Lose/Draw



Block

Dizzy

Shock Therapy

Knockout

JAPAN: Dojo Roof Top



Ryu trains inside a well-hidden dojo, and invites other World Warriors to fight him on a specially-constructed platform on the roof top. Only the privileged few ever see this arena.

Character Voices:
 "Ha-do-ken!" (Fireball)
 "Sho-ryu-ken!" (Dragon Punch)
 "Tatsu-maki-sen-pu-kyaku!" (Hurricane Kick)

SNES

Profile

Battle Quotes:
 "You must defeat my Dragon Punch to stand a chance!"
 "You did quite well, but you need more training to defeat me!"

Personality Profile
 Like Ken, Ryu studied to master the Shotokan marital art at an early age. Before entering the original Street Fighter tournament, he and Ken fought together under the guidance of grand master Sheng Long. However, they parted ways after the last fight, and Ryu toured the world in search of worthy opponents. He was never truly challenged until now. Ryu has honed his Dragon Punch, Fireball, and Hurricane Kick to keep pace with the competition, but he aspires to improve his techniques beyond his friend and rival Ken's abilities.

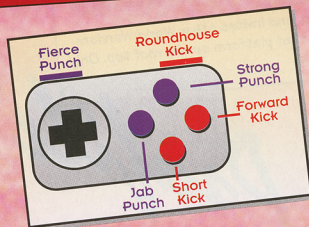
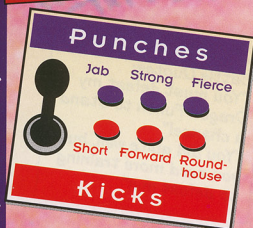
BASIC ATTACKS

Ryu		Standing	Standing Close	Ducking	Jump Up	Jump Towards
PUNCHES	Fierce	 14%	 17%	 17%	 17%	 17%
	Strong	 11%	 13%	 13%	 13%	 13%
	Jab	 8%	 10%	 8%	 8%	 8%

Percentage indicates amount of damage to the opponent's lifebar.

Ryu		Standing	Standing Close	Ducking	Jump Up	Jump Towards
KICKS	Roundhouse	 14%	 20%	 17%	 17%	 17%
	Forward	 10%	 13%	 11%	 13%	 11%
	Short	 8%	 9%	 8%	 8%	 8%

Percentage indicates amount of damage to the opponent's lifebar.



Key to Commands:

Towards: Push the joystick horizontally in the direction of the opponent.

Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.

Hurricane Kick

13% Damage Per Hit



- 1) Press Down, Down-Back, Back, and any kick button to fly forward with a deadly spin-kick move.
- 2) You'll cruise over projectile attacks, such as Guile's Sonic Boom.

SPECIAL TECHNIQUES

Dragon Punch

13% Damage Standing
25% Damage Standing Close



- 1) Press Towards, Down, Down-Towards, and any punch button to use Ryu's awesome uppercut, also known as the Sheng Long.
- 2) The Dragon Punch is your ticket to temporary invincibility.

AWESOME ATTACKS

Foot Sweep

17% Damage



- 1) Knock the opponent off his feet with a ducking Round-house.
- 2) This is a great counter to missed special techniques.

Fireball

17% Damage



- 1) Press Down, Down-Towards, Towards, and any punch button to throw Ryu's mystic Fireball.
- 2) Use it to trap the enemy against the edge of the screen and counter aerial attacks.

Axe Kick

20% Damage



Move close to the enemy, then stand still and press Round-house. You'll use a great double-hit high kick.

HOT MOVES

Standing Uppercut

20% Damage



If an enemy jumps near you, hold down Down and press Fierce. You'll uppercut the flying body out of the air.

SNES

CRUSHING COMBOS

Short Kick Combo

40% Damage



- 1) Jump and smack the opponent with a Short Knee.
- 2) Land, duck, and tap Short for multiple hits.
- 3) Dizzy the opponent, then execute the combo again for a second deadly Dizzy!

Dragon Combo

47% Damage



- 1) Jump Towards an opponent with your Fierce Punch.
- 2) Land and use a standing Fierce.
- 3) Simultaneously execute a Fierce Dragon Punch.

HOT MOVES

Fireball Combo

45% Damage



- 1) Jump Towards the opponent with a Fierce Punch.
- 2) Land and use a ducking Forward Kick.
- 3) Now finish the move with a Fierce Fireball.

SNES

Hurricane Combo 40% Damage



- 1) Jump Towards an enemy with a Fierce Punch.
- 2) Land and use a standing-close Fierce.
- 3) Simultaneously execute a Hurricane Kick for three hits in sequence.





Two-in-One Dragon Punch 42% Damage



- 1) Begin your motion for a Dragon Punch. In the middle, press Fierce punch.
- 2) Complete the Dragon and press Jab. You'll score two huge hits!

Shoulder Throw

25% Damage



Hold Back or Towards an opponent on the ground, then press Strong or Fierce for a body toss. To make this attack easy, duck and press Jab. When the opponent blocks, quickly use the throw!

Triple-Hit Combo

51% Damage



- 1) Jump Towards the opponent and throw a Fierce Punch.
- 2) Now use a standing-close Fierce Punch as you begin a Two-in-One.
- 3) Complete the combo with a Fierce Fireball!

KILLER THROWS

Back Roll

25% Damage



Move close to the opponent, then press Back or Towards, plus Forward or Roundhouse, to roll him into the dust. Upon completion you'll be a safe distance away from the enemy.

Two-in-One Fireball

27% Damage Jab

30% Damage Strong

34% Damage Fierce



- 1) Press any punch button to attack, and hold down the button as you use a Fireball.
- 2) For a double-hit, release the button as you complete the Fireball.

RYU



Head to Head

vs. Dhalsim



Anticipate his long-reaching kicks and toss Fireballs to take him down. Throw the Dragon Punch when Dhalsim uses a Yoga Spear.

vs. Ken



Ryu finally meets his match in Ken, a character with identical moves. Throw fireballs to keep him away and rely on Sheng Long when the action gets hot and hairy.

vs. Ryu



Ryu's a master of the Dragon Punch, so don't leap directly near him. Instead, stand your ground and attack with Fireballs and close-in Back Rolls.

vs. Blanka



If Blanka rolls into a ball, counter-strike with a Dragon Punch for a massive hit. Toss Fireballs to keep him at a distance.

vs. Guile



The army vet's vulnerable after a missed Flash Kick. Immediately throw a double-hit Dragon Punch. Don't get sucked into a Fireball fight or you'll suffer the backhand consequences.

vs. Chun Li



When Chun Li uses a Whirlwind Kick, toss a Fireball. Then attack with a combo while she's stunned.

vs. E. Honda



Throw a Fireball to give Honda a hotfoot. When he leaps away, it's Fierce Dragon Punch time.



vs. Zangief



Throw a Fireball and Zangief will be forced to use a Spin Punch for protection. Now, move in and drive your point across with a Roundhouse Foot Sweep.

vs. Balrog



A Hurricane Kick takes out the trash with ease. Balrog's massive girth makes him susceptible to multiple hits.

vs. Vega



Wear down Vega with Fireballs. When he climbs the fence, stand still and use a Fierce Dragon Punch.

vs. Sagat



Lanky Sagat can't withstand low Short Kicks. If Sagat misses an Uppercut, blast him with a Dragon Punch.

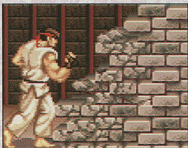
vs. M. Bison



Don't throw Fireballs or Bison will use a Scissor Knee. Instead, knock Bison away with flying Roundhouse Kicks followed by a multi-hit combo. Use Fireballs to terminate his Flaming Torpedo.

BONUS STAGE

vs. the Wall Bonus Stage



The wall comes tumbling down under the force of Ryu's deadly Dragon Punches. Repeat them over and over until every brick has crumbled.

BONUS STAGE

vs. the Car Bonus Stage



Use Ryu's Dragon Punch to shatter the car. Jump Towards the car with a Fierce. Duck and hit Fierce again. Finally, throw a Jab. Use the Dragon Punch over and over again until the car's a twisted wreck.

THE END



Ryu wins gold in the Street Fighter games, but he refuses to take his place in the winner's circle. Instead, he retreats to the seclusion of a pristine waterfall to practice his moves for the next World Warrior tourney!

Ryu

Champion
Edition

Profile



JAPAN: Dojo Roof Top



Night has fallen atop the dojo, and the dark-blue shades are a perfect backdrop for two master martial artists to fight to the death.

Completely dedicated to perfecting his Shotokan karate art, Ryu diligently practiced his Fireball move inside a peaceful dojo until the flames shot out from his fists faster than any mortal had ever seen before. Then he journeyed to a secluded beach and, just as a storm broke, he executed his Hurricane Kick. The wind swept him into air, and he learned to spin higher during battle.

ANIMATION SHOWCASE

RYU



Battle Stance



Win 1



Win 2



Lose/Draw



Block



Dizzy



Shock Therapy



Knockout

BASIC ATTACKS

Ryu

Fierce

PUNCHES
Strong

Jab

Standing

Standing Close

Ducking

Jump Up

Jump Towards



Percentage indicates amount of damage to the opponent's lifebar.

Ryu

Roundhouse

KICKS
Forward

Short

Standing

Standing Close

Ducking

Jump Up

Jump Towards



Percentage indicates amount of damage to the opponent's lifebar.

Key to Commands:

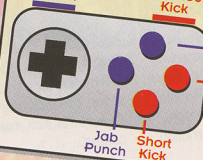
Towards: Push the joystick horizontally in the direction of the opponent.

Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.

Fierce Punch

Roundhouse Kick



Punches

Jab Strong Fierce
Short Forward Roundhouse

Kicks

HOT MOVES

Champion Edition

CRUSHING COMBOS

Improved Hurricane Kick

4% Damage



- 1) Ryu's Hurricane Kick is deadlier than ever. Press Down, Down-Back, Back, and any kick to fly forward with a devastating spinning kick. Now, one hit will knockdown the opponent!
- 2) Use the Hurricane Kick as a defense against Fireballs. As a Fireball flies at you, begin a Hurricane Kick. You'll whirl through the Fireball without taking any damage.
- 3) If you're close enough to your opponent when you begin a defensive Hurricane Kick, you'll nail the enemy before he or she has a chance to recover.

SPECIAL TECHNIQUES

Improved Fireball

7% Damage



- 1) Press Down, Down-Towards, Towards, and any punch button to throw faster-than-ever Fireballs.
- 2) Use your Fireballs to corner opponents on one side of the screen!

Two-in-One Fireball

9% Damage Short
14% Damage Forward



- 1) To do double damage with a kick/Fireball combo, throw a ducking Short or Forward Kick. As you use the kick, begin the controller motion to throw a Fireball.
- 2) Quickly complete the Fireball motion for a double strike. This trick only works if your initial kick makes contact.

Fireball into Dragon Punch



- 1) This Ryu standard works well with many of his opponents in the SNES version and the Champion Edition. Toss a Fireball.
- 2) If your opponent jumps over it, quickly move Towards him and annihilate him with a Dragon Punch as he's coming down.
- 3) This move's easier if you leave the joystick pushed Towards after you toss the Fireball. You're poised for an instant Dragon Punch.

RYU



Head to Head

vs. Blanka



Toss a Fireball at Blanka when he's away from you. As he jumps Towards you, duck and trip him with a Roundhouse just as he lands. If Blanka tries to trap you in the corner with his Electricity, don't hesitate to Dragon Punch him in mid-zap.

vs. Chun Li



Use Ryu's favorite Fireball/-Dragon Punch pattern to keep Chun Li at bay. Don't try a crouching Roundhouse on her. If you miss, she'll move in and

throw you. If she tries to use her Flipping Neck Breaker on you, counter with the Dragon Punch.

vs. Dhalsim



In the Champion Edition, you can use Ryu's Hurricane Kick to fly over Dhalsim's Yoga Fire. Beware of his toxic Yoda Flame.

vs. E. Honda



Fake a Fireball to lure the big man in for the kill. When he jumps Towards you, knock him flat on his back with a Dragon Punch. If you feel like taking a risk, try countering Honda's Head Butt with a Roundhouse Hurricane Kick at the last possible instant!

vs. Guile



If you're ahead on energy against Guile, use this defensive strategy to survive and whittle away his life. Use continuous Roundhouse Hurricane Kicks to fly over his Sonic Booms. He'll do some damage to you, but you'll do more to him and eventually win.



vs. Ken



Fake a Fireball to lure Ken into jumping and then take the advantage. Just remember not to get too close or he'll nail you with his far-reaching Dragon Punch. If Ken misses a Dragon Punch, walk Towards him. As he lands next to you, blast him with a standing Two-in-One Fierce Dragon Punch.

RYU



Head to Head

vs. Ryu



Ryu's best strategy against himself is to play defensively. Stay back, keeping Ryu back with Fireballs. Fake him out to make him come after you, and then attack when he misses a move. Use the Roundhouse Hurricane at the last instant to travel over Fierce Fireballs.

vs. Zangief



Crouch and let Zangief approach you. When he's near

enough, batter away at him with rapid crouching Short Kicks. Zangief can't kick through these. His only way to counter your Short kick assault is a Spinning Pile Driver, which is very difficult for him to pull off.

vs. Balrog



In the Champion Edition, Balrog's Dashing Punches can't touch you when you're ducking. Crouch and use Foot Sweeps and Short kicks to keep him off balance and suck up his energy. Trap him in the corner with alternating slow and fast Fireballs.

vs. Vega



When Vega tries to pull his sneaky slide move, block. Then, quickly tag him with a ducking Roundhouse to knock him backwards. Use well-timed Hurricane Kicks to keep Vega off balance.

vs. Sagat



Sagat's vulnerable just after he launches a Fireball. Leap over the Fireball, and cripple him with a double or triple combo. Throw a Fireball, and when Sagat tries to jump over it, immediately counter with a mid-air jump kick.

vs. M. Bison



Toss Fireballs to keep Bison away from you. Vary their speed to throw off his timing. When he moves Towards you, be ready to block and nail him with a Dragon Punch.

THE END



Check out Ryu's ending, Champion Edition style.

BONUS STAGE

vs. the Barrels Bonus Stage



Stand in the middle of the screen, and use standing Fierce Uppercuts to splinter the barrels to smithereens.

vs. the Drums Bonus Stage



Practice your Double Hit Dragon Punch during the Drum Bonus Stage. You'll dent the drums and have limited invincibility against the flames.

Zangief



Zangief

ANIMATION SHOWCASE



Battle Stance



Win 1



Win 2



Lose/Draw



Block



Dizzy

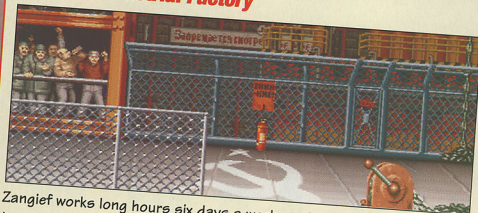


Shock Therapy



Knockout

U.S.S.R.: Industrial Factory



Zangief works long hours six days a week at this heavy-industry factory in Mother Russia. He takes a breather from his job to pound opposing World Warriors' skulls into the ground. Comrades on lunch break cheer him on from the sidelines.

SNES

Profile

Vital Statistics

Date of Birth: June 1, 1956
Height: 7 ft.
Weight: 256 lbs.
Blood Type: A
Home Land: U.S.S.R.
Martial Art: Sambo
Likes: Bear Wrestling
Dislikes: Missile Attacks

Personality Profile

Born to be a bruiser, Zangief trained for the Street Fighter competition by grappling with grizzly bears in the snow-covered Siberian mountains. Now battle-scarred but wiser, he's respected as the world's foremost authority on face-planting pile drivers. Zangief strives to prove the superiority of his Russian physique by crushing all challengers in the World Warrior tournament. He's supported by a high-ranking U.S.S.R. politician in his efforts to dethrone M. Bison and capture the championship title.

Battle Quotes:

"Next time we meet, I'm gonna break your arms!"
"My strength is much greater than yours!"

BASIC ATTACKS

Zangief

PUNCHES
Fierce
Strong
Jab

Standing

Standing Close

Ducking

Jump Up

Jump Towards

14%

14%

13%

13%

14%

11%

11%

13%

14%

10%

10%

11%

10%

10%

13%

Percentage indicates amount of damage to the opponent's lifebar.

Zangief

Standing

Standing Close

Ducking

Jump Up

Jump Towards

KICKS
Roundhouse
Forward
Short

14%

17%

14%

14%

14%

11%

13%

13%

13%

13%

10%

11%

10%

10%

10%

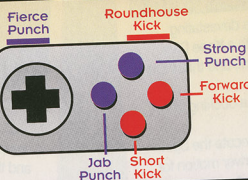
Percentage indicates amount of damage to the opponent's lifebar.

Key to Commands:

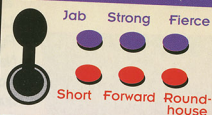
Towards: Push the joystick horizontally in the direction of the opponent.

Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.



Punches



Kicks

SNES

CRUSHING COMBOS

HOT MOVES

Triple-Hit Combo

41% Damage



- 1) Leap Towards the enemy with a Fierce Punch.
- 2) Duck and use a Strong slap to the gut.
- 3) Now complete the combo with a ducking Roundhouse.

Four-Hit Combo

63% Damage



- 1) Begin this devastating attack with a Knee Dive.
- 2) Land, duck, and throw a Jab Punch.
- 3) Next, use a ducking Short Kick.
- 4) Quickly execute the Spinning Pile Driver motion for the fourth hit.

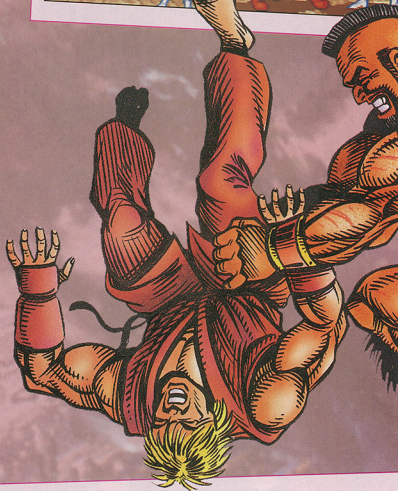
Easy Spinning Pile Driver

43% Damage



Clothesline Combo #1

37% Damage



Clothesline Combo #2

44% Damage



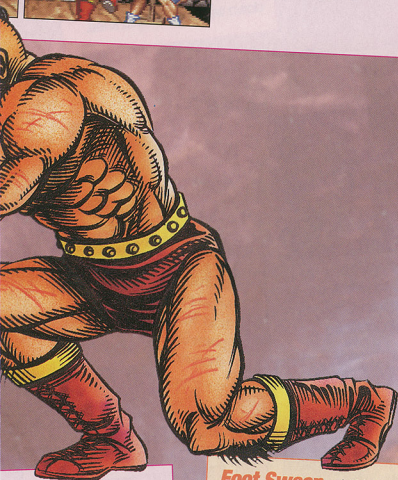
- 1) Jump Towards the opponent and throw a Fierce Punch.
- 2) Next, duck and use a Forward Kick.
- 3)



- 1) Leap Towards the enemy with a mid-air Knee Dive.
- 2) As you land, start the Spinning Pile Driver motion.
- 3) You'll complete the attack even if the opponent attempts to block!



- 1) Leap Towards the opponent with a Knee Dive.
- 2) Duck and throw a Jab Punch.
- 3) Finish off the assault with a Spinning Clothesline.



Quickly tap two punch buttons for a Spinning Clothesline to complete the combo.

Foot Sweep 14% Damage



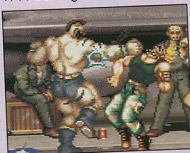
- 1) Duck and press Roundhouse for a quick and easy Foot Sweep.



- 2) You'll knock the opponent down with one hit!

Spinning Clothesline

17% Damage



- 1) Press any two punch buttons together to spin with outstretched fists of fury.
- 2) Use the Clothesline for immunity to high fire attacks!
- 3) Beware, Zangief's still vulnerable to low blows during a Spinning Clothesline.

AWESOME ATTACKS

SPECIAL TECHNIQUES

Spinning Pile Driver

33% Damage



- 1) Not only is Zangief's Spinning Pile Driver the deadliest move in the game, it has a great range, too! Hold Towards the opponent. Then rotate the joystick 360 degrees clockwise and press any punch button.
- 2) You'll grab the opponent and drive him head-first into the turf.
- 3) Try this attack even during an enemy's special technique onslaught. Timing is key.

HOT MOVES

Leg Dive

17% Damage

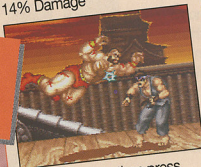


In mid-flight, hold Up and press Fierce for a descending leg attack.

AWESOME ATTACKS

Body Splash

14% Damage



Jump in the air, then press Down plus Fierce to land body-first on the opponent's face.

SNES

Knee Dive

10% Damage



Jump Towards the enemy, then press Short to swoop down with an extended knee.

Stomach Pump

25% Damage



Stand a step away from the opponent, then duck, hold Towards or Back, and press Strong to pummel the enemy's gut.

Iron Claw

25% Damage



Stand a step away from the opponent, then hold Towards or Back and press Strong to grab the opponent's face.

Pile Driver

20% Damage



Move close to the enemy, then hold Towards or Back and press Strong or Forward for a short-range Pile Driver.

KILLER THROWS AND HOLDS

Head Bite

25% Damage



Stand a step away from the enemy, then hold Towards or Back and press Fierce to chomp the opponent's neck.

Alley Oop

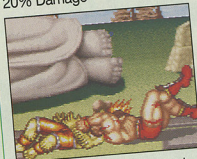
20% Damage



Move close to the opponent, duck, hold Towards or Back, and press Fierce to flip the enemy over your shoulder.

Back Slam

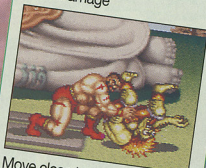
20% Damage



Move close to the opponent, then hold Towards or Back and press Fierce for a devastating Back Slam.

Back Breaker

20% Damage



Move close to the opponent, then hold Towards or Back and press Forward or Round-house for a screen-shaking Back Breaker.

ZANGIEF



Head to Head

vs. Blanka



Counter Blanka's Ball Attack with a Spinning Clothesline. If he attempts a mid-air combo, block and use a Spinning Pile Driver.

vs. Chun Li



If Chun Li tries a Down Kick, block the move, then use a Spinning Clothesline when she lands. Start the Spinning Pile Driver rotation to overcome her Lightning Leg.

vs. Dhalsim



Destroy Dhalsim's Body Spear assaults with a Spinning Clothesline. When he Slides low, snatch him with a Spinning Pile Driver.

vs. Guile



Block Guile's Sonic Booms with a Spinning Clothesline. Try a Knee Dive when Guile misses a Flash Kick.

vs. E. Honda



Give Honda a taste of your Spinning Pile Driver if he uses the Hundred Hand Slap attack.

vs. Ken

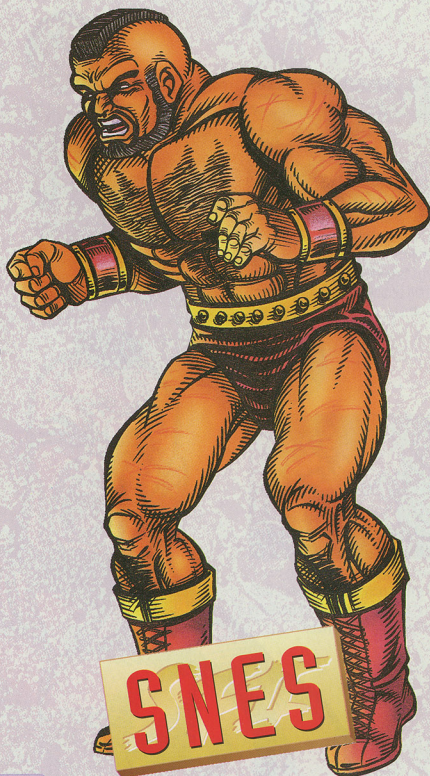


Stand still and block Ken's Dragon Punches. Then move Towards him and use a Spinning Pile Driver combo.

vs. Ryu



Your Spinning Clothesline is a great offensive maneuver if Ryu tries a close-in Fireball. Same story for Hurricane Kicks.



ZANGIEF



Head to Head

vs. Zangief



The greatest test of strength for an ace wrestler is himself. Trip up Zangief with Foot Sweeps, then attack with a Clothesline Combo.

vs. Balrog



Sucker Balrog into using his Turn Punch, then grab his fist just before impact and perform a Spinning Pile Driver.

vs. Vega



Take Vega for a ride with a Spinning Pile Driver, which counters his Slide move. Use Spinning Pile Drivers to eliminate his Tumbling Claw.

vs. Sagat



Leap over Sagat's low Fireballs and duck his high Fireballs. Get in close, block Sagat's mid-air combos, then use a Spinning Pile Driver.

vs. M. Bison



Execute Spinning Clotheslines against Bison's Faming Torpedo to knock him woozy. Move close and use a Knee Dive followed by a combo. If he uses a Scissor Knee, block, and rotate the pad for a Spinning Pile Driver.

BONUS STAGE

vs. the Car Bonus Stage



Beat down the car's doors with your Spinning Clothesline. Once one side of the car is bashed in, jump to the other side and resume a Clothesline assault. Finish the piece of junk with ducking Roundhouse Kicks.

BONUS STAGE

vs. the Wall Bonus Stage



Use Zangief's Spinning Clothesline to decimate the wall. Keep bashing away for a quick victory!

THE END



It's the end of the line for this dictator. After Zangief puts the moves on Bison, he dances the night away with a familiar face.



Zangief

Champion Edition Profile

More than anything else in the world, Zangief loves a fair fight. When his defeated enemies cried "Foull" after Zangief crunched their skulls repeatedly with Spinning Pile Drivers, he decided to cut them a break. He now bounces Pile-Driven foes to safety in the Champion Edition. Similarly, Zangief considered his foes' Fireball techniques unfair. To disrupt their projectile assaults in the Champion Edition, Zangief copied former rival Mike Haggar's Spinning Clothesline.

U.S.S.R.: Industrial Factory



Zangief's factory is marked by a golden hue in the Champion Edition.

ANIMATION SHOWCASE



ZANGIEF

BASIC ATTACKS

Zangief

Fierce
PUNCHES
Strong
Jab











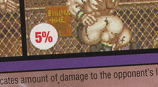
Standing

Standing Close

Ducking

Jump Up

Jump Towards

 14%	 13%	 13%	 14%	 11%
 7%	 7%	 7%	 6%	 8%
 4%	 5%	 4%	 5%	 5%

Percentage indicates amount of damage to the opponent's lifebar.

Zangief

Roundhouse
KICKS
Forward
Short

Standing

Standing Close

Ducking

Jump Up

Jump Towards

 14%	 20%	 14%	 13%	 11%
 7%	 8%	 7%	 7%	 6%
 5%	 5%	 5%	 4%	 5%

Percentage indicates amount of damage to the opponent's lifebar.

Key to Commands:

Towards: Push the joystick horizontally in the direction of the opponent.

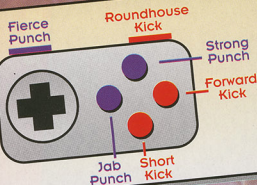
Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.

Punches



Kicks



HOT MOVES

SPECIAL TECHNIQUES

Moving Spinning Clothesline

13% Damage



Press all three punch buttons together to move while you spin with outstretched fists. Move into and nail fireball-throwing opponents with the Moving Clothesline.

KILLER THROWS

Boston Crab

20% Damage



Move close to the enemy, then press Towards plus Forward for a quick hip throw.

Easy Spinning Pile Driver



- 1) After you knock an opponent down, throw a ducking Forward or Roundhouse Kick just as he or she stands up.
- 2) If the enemy blocks, go for a whirl with the Spinning Pile Driver.

AWESOME ATTACKS

Stomach Crunch

14% Damage Fierce
6% Damage Strong

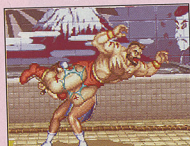


Jump Up in the air, hold Up, and press Strong or Fierce to flatten flying foes. Use the Crunch to knock the opponent dizzy in just two hits!

CRUSHING COMBOS

Clothesline Combo

28% Damage



- 1) Leap Towards the opponent and be sure to land on the other side of his or her body. While flying, bust a Fierce Body Splash.
- 2) Land and use a ducking Short Kick or Jab Punch.
- 3) Quickly tap all three punch buttons for a Spinning Clothesline finisher. Capcom's James Goddard calls this combo the "James Special."

Five-Hit Combo

37% Damage



- 1) Leap Towards the enemy and position yourself so you land on the other side of the opponent. In mid-air, use the Fierce Body Splash.
- 2) Land, turn around, and throw a ducking Jab Punch.
- 3) Stand up and toss another Jab.
- 4) Duck and use one more Jab.
- 5) Finally, throw a crouching Roundhouse Kick. Time your Jabs in a medium-paced, steady sequence to pull off this combo correctly.

Champion Edition

ZANGIEF



Head to Head

vs. Blanka



Blanka's a mid-air menace, so use jumping Stomach Crunches to take him down and out. Duck and throw Roundhouses to trip him during an Electricity assault. If you're feeling full of yourself, chance a walking Spinning Pile Driver to grab Blanka during his Electricity.

vs. Chun Li



Block Chun Li's Head Stomp attempts, then Clothesline her just before she lands. If she tries her standing kick pattern

to keep her distance, jump and peg her with a well-timed Fierce Punch.

vs. Dhalsim



Use a jumping Fierce Body Splash to break Dhalsim's elastic arms and legs. If you confront him in the middle of the battlefield, use regular throws. Don't pull a Spinning Pile Driver or you'll bounce so far away that he can resume a Yoga Fire trap pattern.

vs. E. Honda



Toss standing Fierce Punches to give Honda a headache when he uses a Sumo Head Butt. If he does let a Head Butt loose and you're unprepared, jump, then land and try the Fierce Body Splash. Use a ducking Roundhouse Kick to counter the Hundred Hand Slap.

vs. Guile



Block Guile's Flash Kicks, then move close and go to town with a Spinning Pile Driver just as he lands. Use a Spinning Clothesline to make short work of Guile's Knee Thrusts. Throw jumping Fierce Punches to stop Guile's Sonic Boom keep-away efforts.

vs. Ken



If Ken tries to keep you away with rapid-fire ducking Short Kicks, bust a Spinning Pile Driver in-between the legs. Duck his Hurricane Kicks and throw a Jab as he flies past. Use a Spinning Clothesline to whirl through his Fireballs and teach him a lesson.

vs. Ryu



Trigger-happy Ryu will try to throw Fireballs, and then trip you as you land. Hop over the 'balls and use a Fierce Punch. Try to make him miss a ducking Roundhouse Kick, then snatch him with a walking Spinning Pile Driver for ultimate impact.

**Champion
Edition**

vs. Zangief



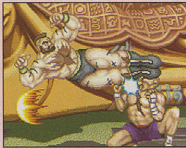
If Zangief leaps Towards you for a combo attempt, jump up and Crunch his Stomach to keep him at arm's length. Duck and throw a Roundhouse Kick to halt his Moving Spinning Clothesline. Overall, the fastest Pile Driver draw wins, so practice your controller spins.

vs. Balrog



Use Moving Spinning Clotheslines to counter Balrog's Turn Punches and Dashing Punches. To stop a Dashing Upper-cut, duck and throw a Roundhouse Kick.

vs. Sagat



Leap over Sagat's Fireballs and use a Roundhouse Kick to stop him when he tries a Tiger Uppercut. Block his Tiger Knees and take him to the cleaners with a Spinning Clothesline.

vs. Vega



Stand and use a Fierce Punch to prevent Vega from Air Slamming you after the Wall Climb technique. If he tries to claw you on the way down, absorb the hit, then execute a Spinning Pile Driver. If Vega uses a Tumbling Claw, nullify the maneuver with a ducking Roundhouse Kick.

vs. M. Bison



Leap Towards Bison and use Fierce Body Splashes to counter his Flaming Torpedo and Scissor Knee. If he executes the Head Stomp technique, leap and Jab, then try a Spinning Pile Driver combo when you land. If Bison tries the Corner Trap strategy, use the Spinning Clothesline to escape.

THE END



Check out Zangief's ending, Champion Edition style!

**vs. the Drums
Bonus Stage**



Duck and use Roundhouse Kicks to scorch the drums, but don't get inflamed by the fire.

**vs. the Barrels
Bonus Stage**



Leap up and Stomach Crunch the barrels as they bounce off the trampoline. Gee, do you suppose barrels really have stomachs?

**Champion
Edition**

**BONUS
STAGE**

Balkog



Balrog

Vital Statistics

Date of Birth: September 4, 1968

Height: 6 ft. 6 in.

Weight: 225 lbs.

Blood Type: A

Home Land: U.S.A.

Martial Art: Boxing

Likes: The Ladies

Dislikes: Fish, Mathematics

ANIMATION SHOWCASE

BALROG



Battle Stance



Win 1



Win 2



Lose/Draw



Block



Dizzy



Shock Therapy



Knockout

USA: Las Vegas



Former heavyweight boxer Balrog still picks his fights in Las Vegas, but now he takes his battles to the brightly-lit streets instead of the boxing rings. A crowd of entertainers, dancing girls, and magicians watch as casino billboards flash in the background.

Personality ProFile

Balrog ruled the fight game as a top-ranked heavy-weight boxer, but he lost his title shot after a controversial knockout. Unable to reclaim his place among the elite, Balrog's turned to the no-holds-barred Street Fighter style to prove his worthiness in his own eyes. Prowling the bright lights of Las Vegas, the boxing capital, he throws a bewildering array of jabs, uppercuts, and head-pounding Turn Punches.

Battle Quotes:

"Get up you whimp!"

"Hey, what happened? I'm not through with you yet!"

SNES

Profile

SNES

AWESOME ATTACKS

Jumping Punch



- 1) Balrog's main mid-air move is a flying fist.
- 2) It's a killer, often followed by a multi-punch combo.

Uppercut



- 1) Aerial attackers beware, Balrog will take you down with a standing uppercut.
- 2) It's especially deadly during a special technique.

HOT MOVES

Dashing Punch



- 1) Balrog runs at you with a big fist, the Dashing Punch.
- 2) It'll drive you into the turf with one shot!

Low Punch



- 1) The Vegas boxer's not afraid to throw low blows.
- 2) Watch for the Low Punch, which hits hard below the belt and disrupts your special techniques.

Turn Punch



- 1) Devastating and usually unexpected, the Turn Punch often appears in a combo assault.



- 2) This attack's similar in appearance to the Dashing Punch, but even faster.

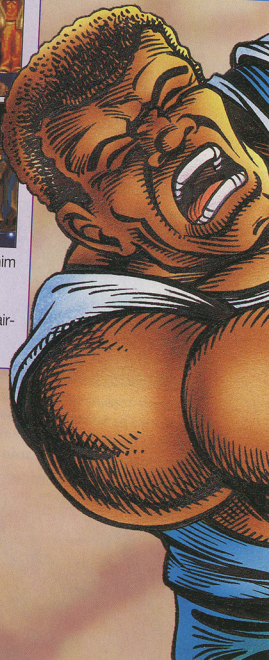
SPECIAL TECHNIQUES

Dashing Uppercut



- 1) Balrog's Uppercut gives him the upper hand during close-in battles.
- 2) This punch will terminate air-born opponents.

Dashing Uppercut



Multi-Punch Combo



- 1) Balrog's most punishing move is a series of Turn Punches, Dashing Punches, and Dashing Uppercuts.
- 2) He'll pummel you relentlessly, sometimes with up to six hits in sequence!
- 3) Block the attack or suffer a knockdown.

CRUSHING COMBOS

Triple-Hit Combo



- 1) Balrog begins with a Jumping Punch.
- 2) Then he'll smack you with a Standing Punch.
- 3) Finally, he'll wrap up the combo with a Dashing Uppercut. Your best defense is to block it or use a throw!

WEAKNESSES

Turn Punch Misses



- 1) After a big punch, a Balrog miss leaves him open to any attack, especially a mid-air assault.

Low Blows



- 1) Balrog's arsenal is overbalanced on the high side, so he often falls victim to ducking shots.
- 2) Lure him into hitting high, then go for it.

Turn Punch Misses



- 1) Bait Balrog into using a Dashing Uppercut.
- 2) If he hits the air but not you, his body will be unprotected. Strike hard!

Balrog

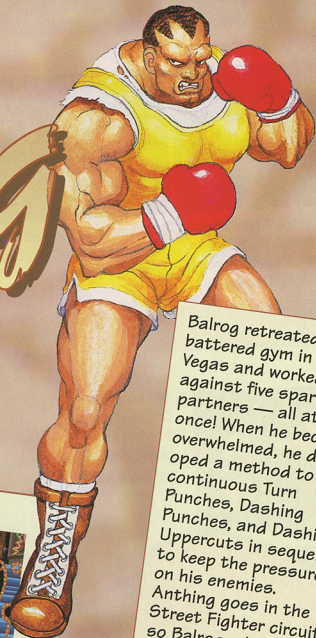
Champion
Edition

Profile

U.S.A.: Las Vegas



Balrog's domain is recolored with purple neons to evoke a "striking" response from the pugilist. The dancing girls are better-looking than ever.



Balrog retreated to a battered gym in Las Vegas and worked out against five sparring partners — all at once! When he became overwhelmed, he developed a method to use continuous Turn Punches, Dashing Punches, and Dashing Uppercuts in sequence to keep the pressure on his enemies. Anything goes in the Street Fighter circuit, so Balrog added a deadly Head Butt to his repertoire. Balrog remains vehemently opposed to kicks, so, in the Champion Edition, the fist-fighter uses low blows instead.

ANIMATION SHOWCASE



Battle Stance

Win 1

Win 2

Lose/Draw



Block

Dizzy

Shock Therapy

Knockout

BALROG

BASIC ATTACKS

Balrog		Standing	Standing Close	Ducking	Jump Up	Jump Towards
PUNCHES	Fierce	 13%	 14%	 13%	 14%	 13%
	Strong	 8%	 9%	 8%	 9%	 8%
	Jab	 3%	 3%	 3%	 7%	 6%

Percentage indicates amount of damage to the opponent's lifebar.

Balrog		Standing	Standing Close	Ducking	Jump Up	Jump Towards
KICKS	Roundhouse	 13%	 14%	 11%	 13%	 13%
	Forward	 8%	 9%	 8%	 9%	 8%
	Short	 3%	 3%	 3%	 7%	 6%

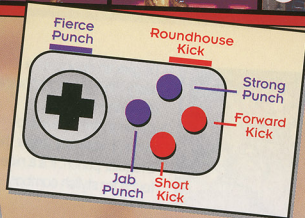
Percentage indicates amount of damage to the opponent's lifebar.

Key to Commands:

Towards: Push the joystick horizontally in the direction of the opponent.

Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.



AWESOME ATTACKS

Standing Uppercut

8% Damage



- 1) Balrog's mighty fists pack some punch, even with a simple uppercut. Just use a standing Strong.
- 2) Use the uppercut to knock an opponent out of the air. As he jumps Towards you, throw a standing uppercut to stop the attacker cold.

Fist Sweep 11% Damage



- 1) Balrog may not be nimble on his heavy feet, but those big fists pack a wallop. First, knock an opponent off balance.
- 2) Now, duck and tap Roundhouse. The ducking Roundhouse is a killer move since it looks like it hits high when it actually hits below the belt! When an opponent is blocking high, go low with the Fist Sweep.

Ducking Uppercut

13% Damage



- 1) To deliver a deadly uppercut from a crouching position, simply duck and press Fierce.
- 2) Use this move to stop opponents in mid-air as they fly Towards you.

Ducking Short

3% Damage



- 1) Duck and rapidly tap Short to throw a series of low blows.
- 2) Use this move to stop some opponents from attacking in a ducking-close position. The ducking Roundhouse is an even better defense, but

CRUSHING COMBOS

Two-in-One Turn Punch/Dashing Uppercut

39% Damage

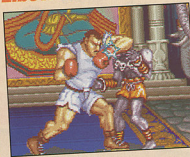


- 1) Use this special technique combo for a one-two punch. Charge all three kick or punch buttons, and simultaneously Charge back.
- 2) Release the three charged buttons to deliver the Turn Punch. Immediately follow up with a Dashing Uppercut.

Four-Hit Dashing Uppercut



Elbow Jab 9% Damage



- 1) To give an opponent a nasty Elbow Jab, just stand close and hit Short.
- 2) Although the Elbow Jab doesn't work any better than a regular punch, it's a nice touch for stylish combos!

Triple-Hit Combo

30% Damage



- 1) While Charging your Dashing Punch, leap Towards your adversary and strike him with any kick button.
- 2) Land and immediately throw a standing close Short.
- 3) As you use the Short, immediately complete the controller motion to let your Dashing Punch fly. This is a punishing three-hit combo.

Triple-Hit Combo #2

27% Damage



- 1) Leap Towards your attacker with a Fierce.
- 2) Duck and nail your opponent's stomach with a Jab.
- 3) Finish off this simple, but effective, combo with a ducking Roundhouse.

Champion Edition

Six-Hit Dashing Uppercut Combo

49% Damage



- 1) Leap Towards your adversary and pull Back and Down to Charge. Throw a mid-air Fierce just before you land.
- 2) Land, continue to Charge Down and Back, and tap Short three times from a ducking position.
- 3) As you throw the third Jab, immediately Push Towards and hit Short again to deliver a deadly Dashing Uppercut.

rcut Combo



- 1) Jump Towards your opponent with a Fierce. While you're flying, Charge back.
- 2) Duck and deliver a nasty Short to the stomach while Charging Back.
- 3) Stand up, and while Charging Back, deliver a short elbow.
- 4) As you use the short, immediately complete the controller motion to throw a Dashing Uppercut and put the icing on the combo.

KILLER HOLDS

Head Butt 33% Damage

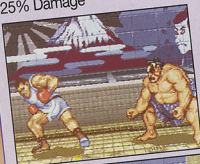


- 1) To butt heads with an opponent, stand close, push Towards, and tap Fierce or Strong.
- 2) Balrog grabs his attacker, bashes him with his mighty head, and then tosses him or her away.

HOT MOVES

Champion Edition

Turn Punch 25% Damage



- 1) To toss a Turn Punch, Charge all three kick or punch buttons. Release the buttons to make Balrog whirl into action.
- 2) Although the Turn Punch packs a mighty wallop, it's easy for your opponents to read. Trick them by holding all three punch buttons, moving around, and throwing fake punches with the kick buttons. When they let down their guard, let the Turn Punch rip.

SPECIAL TECHNIQUES

Dashing Punch 14% Damage



- 1) Balrog can toss this punch from all the way across the screen. Charge back, push Towards, and tap any punch button.
- 2) If your Dashing Punch misses, quickly push Towards and grab your opponent for a Head Butt.

Dashing Uppercut 14% Damage



- 1) This move's the key to most of Balrog's combos. To launch a mighty Dashing Uppercut, Charge back, press Towards, and hit any kick button.
- 2) The best defense is a good offense. Use this move to knock opponents out of the air as they jump Towards you.

BALROG



Head to Head

vs. Blanka



Blanka's always jumping. If he moves Towards you on the ground, duck and tag him with a Roundhouse. If he flies at you through the air, nail him mid-leap with a Dashing Uppercut. Don't try to Head Butt Blanka, he'll just chew you!

vs. Chun Li



Chun Li has to jump Towards you sooner or later. When she does, be ready to pulverize her in mid-air with a Dashing Uppercut. Or, play it safe by dashing past her. Then turn and punch or grab her and lock

her into a Head Butt. Time a Turn Punch to devastate Chun just as she lands after bouncing off the wall.

vs. Dhalsim



Dhalsim tries to slip in with a sneaky slide. When he does, push Towards and grab him for a Head Butt. When the elastic man tries to stab you with an Instant Spear or Torpedo, duck and nail him with an Uppercut. Don't get trapped in the corners!

vs. E. Honda



Wide boy has to leap Towards you sooner or later. Be ready to pulverize him with a Dashing Uppercut when he makes his move. Beware: E. Honda has quite a few throws. He'll take advantage of a missed Uppercut to crunch your bones and bury you afterwards!

vs. Guile



Guile's a tough match for Balrog. When Guile tosses a Sonic Boom, your best strategy is to try to nail him with a jumping Towards Fierce, followed by a ducking Roundhouse. If you connect, use a combo to quickly dizzy him. Guile will usually trip you if you try a Dashing Punch. Instead, hang back and use a Turn Punch when you catch him off guard.

vs. Ken



Sheng Long, the Dragon Punch, is Ken's weapon of choice. If he misses it, try to take him from below with an Uppercut, followed by a series of combos. He'll try to use the Hurricane Kick to get close enough to throw a Dragon Punch, so block as he lands.

vs. Ryu

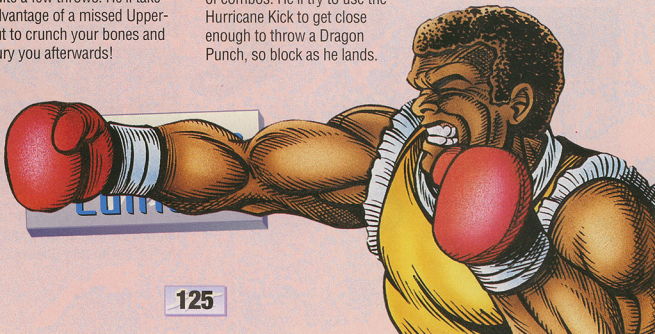


Balrog's bigger and slower than Ryu. If you jump his Fireballs too close to him, you're an easy target for a Dragon Punch. Wait until he misses a move, and then try to quickly dizzy him with a combo.

vs. Zangief



If you miss a combo against this guy, he's gonna try to nail you with his Spinning Pile Driver. He'll block and wait to tear you apart. To protect yourself, always finish your combos with a ducking Roundhouse. You'll deliver a final blow and jump back to safety.



BALROG



Head to Head

vs. Balrog



Wait for your attacker to make a move. Then, go for him with low, safe moves like a ducking Roundhouse. Try to use crouching Jabs to knock him off his feet. If he's low, leap Towards him with a flying Roundhouse, then follow up this one-two with a ducking Roundhouse.

vs. Vega



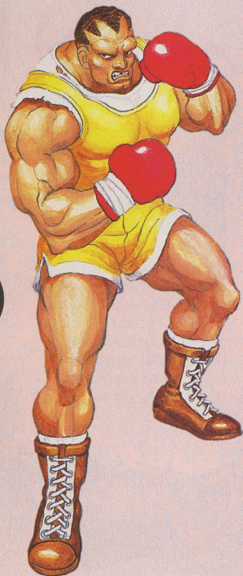
Vega's a sucker for a Dashing Uppercut. Wait till he flies off the wall and tries to Air Slam you - he'll never know what hit him. If he tries to use his Tum-

bling Claw, duck and block or use a Roundhouse to counter. Block his slide move, and then, while he's vulnerable, blast him with a Ducking Roundhouse.

vs. Sagat



Stay out of baldy's reach. If you manage to jump over his low Fireballs, try to tag him with a flying Roundhouse. If you knock him down, quickly move in with a combo to dizzy him.



vs. M. Bison



Wait until Bison tries to jump Towards you, and then tag him with a Dashing Uppercut. If he slides at you, try to jump from a ducking position and hit him with a flying Roundhouse from above. Don't mess with his Flaming Torpedo - just block it.

BONUS STAGE

vs. the Car Bonus Stage



Balrog's mighty meathooks bash the car with no problem. Just dent both sides with Forward Punches.

vs. the Drums Bonus Stage



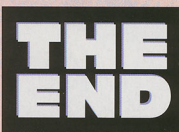
Use your punch buttons to mutilate the drums and avoid the fire. It's an easy one-two.

BONUS STAGE

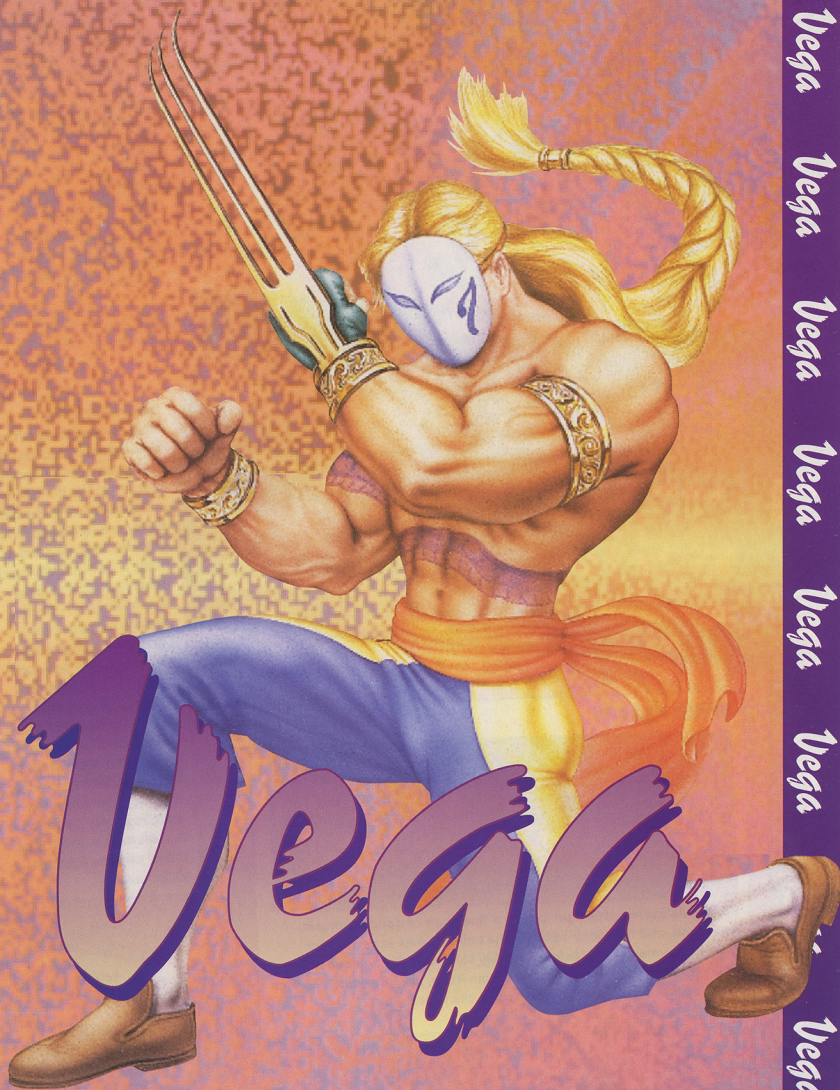
vs. the Barrels Bonus Stage



Stand in the middle, just below where the barrels drop. Turn left and right and tag each falling barrel with a Roundhouse Punch.



Balrog proves the American dream is alive and well as he beats his way to the top of the Street Fighting Circuit. After losing his title shots in the boxing ring, he regains his top-ranked status in the eyes of the children of America.



Vega

ANIMATION SHOWCASE



Battle Stance

Win 1

Win 2

Lose/Draw



Block

Dizzy

Shock Therapy

Knockout

SPAIN: Fight Pit



Spaniards attend this fight pit for a fine show of dancing, music, good food, and ferocious battles. The well-lit arena is perfect for Vega's showman style. He loves to play the crowd for applause. A chain-link fence protects onlookers from harm, and provides a perfect escape route for Vega when he's feeling the heat.

Vital Statistics
Date of Birth: April 17 (year unknown)
Height: 6 ft. 1.2 in.
Weight: 158.7 lbs.
Blood Type: O
Home Land: Spain
Martial Art: Savate
Likes: Beauty, Agility
Dislikes: Crude Language

Personality Profile

Vega accrued a wealth of fast moves by battling bulls in the pastures of Spain. Entered in the Street Fighter tournament to demonstrate his fighting skills and graceful body, he dons a mask to protect his handsome face, and wears a claw to defend himself against his opponents. Despite incredible vanity, this matador's self-confidence can be shaken by breaking his claw with a series of hits. When near defeat, he often retreats to a fence and swan dives on the enemy with razor-sharp accuracy. Ever the showman, Vega only unmask and shows himself to the crowd when he emerges victorious.

Battle Quotes:
"Thank you for a gorgeous time!"
"Handsome fighters never lose a battle!"

SNES

Profile

HOT MOVES

SPECIAL TECHNIQUES

Tumbling Claw



1) In a pinch, Vega relies on his Claw for a speedy roll maneuver.



2) He forward-flips and saps your energy. This is his favorite standing attack.

Fence Climb



- 1) If his lifeline runs low, Vega climbs Spain's chain-link fence.
- 2) Next, he dives from the sky and tries to take you out with a quick attack!
- 3) He might extend both claws in an attempt to rake you across the face.
- 4) Or, he'll try to use an Air Suplex. Be prepared with a high counter-blow.

AWESOME ATTACKS

Jump Kick



Vega knocks down opponents with this in-flight leg. It's fast enough to overpower most enemy strikes.

Air Suplex



Watch out for Vega's body-busting Air Suplex, which dumps you on the ground in one swift motion.

Claw Attack



Vega's standing attack is a quick blow with his rapid-fire claw.

KILLER THROWS

Ground Suplex



Vega also dishes out punishment with a Ground Suplex.

SNES

Backflip



- 1) Vega keeps his distance with a handy Backflip
- 2) The move takes him out of striking range quickly and painlessly.

Foot Sweep



- 1) On the ground, Vega's sliding leg maneuver is a thorn in opponents' sides.
- 2) He can even Sweep underneath projectile attacks.

CRUSHING COMBOS

Double-Hit Combo



- 1) Vega leaps at you with a flying kick.
- 2) Then he lands and immediately executes a Foot Sweep to knock you off your feet.

Suplex Trap



- 1) Vega moves in with a Foot Sweep.
- 2) If you block, kiss yourself goodbye when he Suplexes you. This attack is nearly unstoppable.

HOT MOVES

Claw Loss



- 1) Rock Vega with approximately 13 direct hits and he'll lose his claw.
- 2) Now he's almost defenseless. Do him in!

Easy Knockdowns



- 1) Knock Vega down once.
- 2) As he stands up, attack with any flying move. You'll catch him in mid-jump and knock him down again.

Fence Climb Weak Point



- 1) Wait for Vega to climb the fence.
- 2) Just as he leaps for an attack, jump Back and use a Roundhouse Kick to give him the boot.

Wall Spring Counter-Attacks



- 1) Dupe Vega into bouncing off the wall.
- 2) As he descends with a Jump Kick, jump Towards and use your character's Roundhouse Kick to send him flying.
- 3) Leap Towards and execute more Roundhouse Kicks to knock Vega dizzy!

WEAKNESSES

Slow-Moving Missiles



- 1) Use your character's Jab-button projectile attack when Vega Backflips.
- 2) You'll make an impact when he recovers from the move.

SNES

Vega

Champion
Edition

Profile



SPAIN: Fight Pit



Vega's stage shows off a dark-blue hue in the Champion Edition. This dive is more enticing and dangerous than ever.

Vega practices his martial art in the pastures of Spain. From his part-time job as a bull fighter, Vega learned a technique to grab, choke, and knock down raging bulls. He brought his new move into the fight pit to stun and throw mid-air enemies in the Champion Edition.

ANIMATION SHOWCASE

VEGA



Battle Stance

Win 1

Win 2

Lose/Draw



Block

Dizzy

Shock Therapy

Knockout

BASIC ATTACKS

Vega

PUNCHES
Fierce
Strong
Jab

Standing

Standing Close

Ducking

Jump Up

Jump Towards



Percentage indicates amount of damage to the opponent's lifebar.

Vega

KICKS
Roundhouse
Forward
Short

Standing

Standing Close

Ducking

Jump Up

Jump Towards



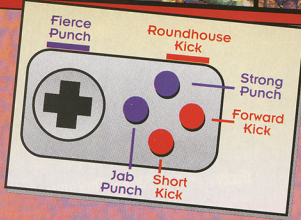
Percentage indicates amount of damage to the opponent's lifebar.

Key to Commands:

Towards: Push the joystick horizontally in the direction of the opponent.

Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.



AWESOME ATTACKS

Jump Kick



- 1) To deliver a jump kick, simply jump and hit any button.
- 2) Your kick's strength and speed are determined by the button you press. For example, it's stronger and slow on Fierce, and fast and weak on Jab.

Wall Spring



Jump Back and bounce off the wall. This is a great escape technique. As you rebound off the wall, try to Choke Throw airborne opponents.

Sliding Foot Sweep 7% Damage



- 1) Duck and press Roundhouse to execute a Foot Sweep.
- 2) Vega uses his Foot Sweep to slide into opponents and move in underneath projectile attacks.

Champion Edition

KILLER THROWS

Air Suplex



As you descend from a Wall Climb, hold Towards the enemy and press Strong or Fierce to bust an awesome Air Suplex. Remember, you can only use this attack after a Wall Climb.

HOT MOVES

Mid-Air Choke Throw

25% Damage



- 1) Leap Towards your opponent and meet him in mid-air. As you touch your attacker, hit Strong or Fierce to grab him by the neck and toss him to the ground.
- 2) This move is tough to do on the low jumping characters, like Balrog or Blanka.

Suplex

25% Damage

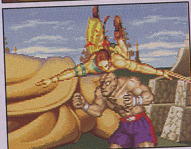


Move Towards the opponent and push Strong or Fierce to break his back with a Ground Suplex.

HOT MOVES

SPECIAL TECHNIQUES

Wall Climb



- 1) Charge Down. Then, press either Up-Left or Up-Right plus any kick to leap up and grab the wall.
- 2) Finish off this move with an Air Suplex.
- 3) If desired, control your flight as you spring off the wall. You can spread your claws into a graceful and lethal Swan Dive, or spring away to safety.

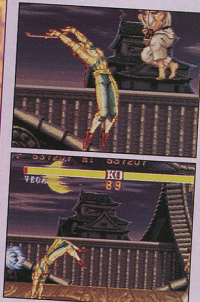
Tumbling Claw

14% Damage



- 1) Charge Back, then push Towards and tap any punch button to tumble with an outstretched claw.
- 2) Vega uses this annoying roll move to surprise opponents and sap their energy with two quick hits.

Backflip



- 1) Double press Back to make Vega flip his lid.
- 2) This move's handy when Vega's trying to evade fireballs. He's invincible while he's doing it. Be careful, a slow-moving Jab projectile can nail you just as you recover from the Backflip.

CRUSHING COMBOS

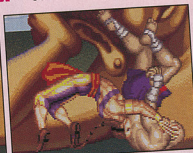
Champion Edition

Two-in-One Air Suplex

33% Damage



1) Charge your Wall Climb, and then quickly smack your opponent with a punch.



2) Vault onto the wall, and immediately bust an Air Suplex for a Two-in-One combo.

Two-in-One Tumbling Claw

17% Damage



1) While standing close, Charge Back and throw a Jab. As you use the Jab, immediately complete the controller motion to execute the Tumbling Claw.



2) This move actually tags your opponent three times, since the Tumbling Claw scores two hits. It works well when your attacker is dizzy.

Four-Hit Combo

25% Damage



1) Jump Towards the opponent and Charge Back while you fly. Just before you land, throw a Fierce.

2) Land, and while still Charging Back, use a Short Kick.

3) As you press Short, immediately complete the controller motion to execute the Tumbling Claw. The double-hit claw polishes off this lethal four-hit combo.

Triple-Hit Combo

18% Damage



1) Jump Towards your adversary with a Fierce.



2) Land, toss a ducking Short, and finish with a ducking Roundhouse.



3) Vary these moves with different punches and kicks to create your own triple-hit combos.

VEGA



Head to Head

vs. Blanka



Don't try to battle Blanka in the air. He'll nail you with his deadly Beast Slap. You'll lose your claw if you try to fight the Rolling Attack. To unplug Blanka, play defensively. Jump over him, and use a Suplex to toss him. To set him up for a throw, jump kick him, walk Towards him, and then go for it.

vs. Chun Li



Don't get into an air battle with Chun Li. If you have to jump, try to meet her in mid-air to take her down in a Choke

Throw. When Chun tries to decapitate you with her Whirlwind Kick, duck and use a Strong or Jab as she gets close. When she whips out her Lightning Leg, jump over her and Roundhouse her in the head.

vs. Dhalsim



Use your air moves against Dhalsim. His long limbs will ground you permanently if you fight him on the floor. For example, if you jump Towards Dhalsim, he'll peg you with his Roundhouse. The Two-in-One Tumbling Claw works well against the rubber man. The Air Suplex is effective off the wall, because even if Dhalsim escapes it, your claw is gonna do some damage instead. Back Flip to escape Instant Spears and Torpedoes.

vs. E. Honda



When Honda tries his Hundred Hand Slap, leap over the back of his head to nail him with an Air Suplex. Don't stick your claw out in Honda's direction or you'll lose it quickly. The Tumbling Claw's dangerous

when used against the big man, 'cause you'll roll right into his Head Butt or deadly kicks.

vs. Guile



If Guile tries to Flash Kick while you're attempting an Air Suplex, aim Vega's Suplex over and to the back of Guile's head before pressing the throw button. When Guile tosses a Sonic Boom, duck and hit Strong or Fierce. Anytime you make contact up close, use the Two-in-One Tumbling Claw for maximum damage.

vs. Ken



When Ken pulls a Fireball from near the wall, try to vault over him, spring off the wall, and use an Air Suplex as you descend. Be patient against Ken - let him make the mistakes, and claw him when he's vulnerable. Keep your claw out of his reach - he'll Dragon Punch it to smithereens! Don't jump Towards him or you'll be seeing stars from a deadly Dragon Punch.

vs. Ryu



If Ryu uses a Hurricane Kick, nail him with a standing Jab, Strong, or Forward. He's so fast with the Fireballs that faking him out is a good strategy. If you can make Ryu miss a ducking Roundhouse, quickly move Towards him and toss him with a Suplex. Don't get cornered, and beware of the walls - he's quick on the draw with that Fireball/Dragon Punch pattern.

vs. Zangief



Play keep away with Zangief - he'll snatch you if he gets the chance. Try to move Towards him, duck, and stab him with a low Jab claw. If he tries to jump from far away, use a standing Jab or Strong tolobber him. If Zangief tries to jump Towards you at close range, jump straight Up or Back and press any kick button.

Champion Edition



vs. Balrog



The slide is hard for clumsy Balrog to stop. Trip him up, and use your Back Flip as a defense against his fists. Try to time your slide to take him out just after he delivers a punch. If you see a Turn Punch coming and you're within half a screen of Balrog, meet him with a ducking Fierce claw before he can extend his fist.

vs. Vega



Vega versus Vega easily turns into an Air Suplex war. It's best

to wait until your opponent makes the first move. When Vega springs off the wall, jump him and bust a Mid-Air Choke Throw. If you trap him in the corner, blast him with a Two-in-One Tumbling Claw. Then use the Two-in-One Wall Climb followed by an Air Suplex while he's still off balance.

vs. Sagat



Don't slide into Sagat - he'll kick you. His lengthy arms can nullify your airborne moves, too. Stay on the ground and try to step under his kicks and throw him. If you manage to make contact, the Two-in-One Tumbling Claw is a damaging move.

vs. M. Bison



Try to trap Bison in the corner with the Two-in-One Tumbling Claw. If he pulls a Scissor Kick, use a rapid standing Jab to defend yourself. Watch out for his deadly slides.

BONUS STAGE

vs. the Car Bonus Stage



Give the car transmission problems with Strong Claws to its doors. After one side's broken down, leap over its hood and give it more punishment.

vs. the Barrels Bonus Stage



Stand in the middle of the screen, pivot on your feet, and Fierce or Roundhouse the barrels as they fall.

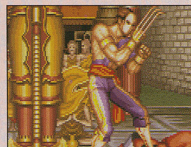
Champion Edition

vs. the Drums Bonus Stage



Duck and use Roundhouse Kicks to shatter the Drums. Be careful not to cook your claw.

THE END



Vain Vega proves that he is the most beautiful and talented of the World Warriors by destroying his ugly, less agile opponents. This bull fighter's king of the Street Fighters!

Sangat Sangat Sangat Sangat Sangat Sangat Sangat



Sagat

Vital Statistics
 Date of Birth: July 2, 1955
 Height: 7 ft. 5 in.
 Weight: 172 lbs.
 Blood Type: B
 Home Land: Thailand
 Martial Art: Muay Thai
 Likes: Strong Opponents
 Dislikes: Dragon Punch

ANIMATION SHOWCASE



Battle Stance

Win 1

Win 2

Lose/Draw



Block

Dizzy

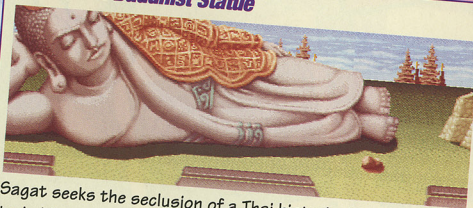
Shock Therapy

Knockout

Personality Profile

Sagat dominated the Street Fighting circuit as the greatest kick boxer ever to walk the Earth, but Ryu's strength, discipline, and lethal Dragon Punch burned a scar in his chest. After suffering this humiliating defeat in the original Street Fighter Tournament, Sagat retreated to his home in the Thai jungles to train for revenge. To counter Ryu's devastating "Sheng Long" Dragon Punch, Sagat developed the Tiger Uppercut which he can use with split-second timing. Unlike his opponents, Sagat throws low and high Tiger Fireballs.

THAILAND: Buddhist Statue



Sagat seeks the seclusion of a Thai historical landmark to train himself for his next encounter with Ryu. The silence is only broken by nature and Sagat's Tiger energy bursts.

Character Voices:
 "Tiger!"
 "Tiger Uppercut!"

Battle Quotes

"You are not a warrior, you're a beginner!"
 "I am not satisfied until I have the world's strongest title again!"

SPECIAL TECHNIQUES

Tiger Uppercut



- 1) Sagat slams jumping opponents with the Tiger Uppercut, his answer to the Dragon Punch.
- 2) Watch yourself. This long-range move starts low and finishes high in the sky. Getting hit by the Uppercut is an "uplifting" experience!

Tiger Fireball



- 1) Sagat knows projectile weapons! The Tiger Fireball can hit high.
- 2) The Fireball can also nail you low. Be prepared to block!

HOT MOVES

Double-Hit Kick



- 1) At close range, Sagat doubles up his damage with this Roundhouse Kick.
- 2) This attack gives you a headache with two quick hits in sequence.

AWESOME ATTACKS

Flying Knee



A mid-air master, Sagat bewilders you with this knee attack. Block high or pay the price in pain!

High Kick



Sagat's sharp, angled kick is fast and often followed by a combination assault.

Fierce Punch



Ducking or standing, Sagat delivers with this head-splitting punch. He summons the Tiger energy and knocks you woozy.

SNES

CRUSHING COMBOS



Low Blows



Trip up Sagat with a ducking Roundhouse when he misses a high Tiger Fireball.

WEAKNESSES

Uppercut Counter-Attack



Just when Sagat lands after a missed Uppercut, throw or hold him for easy damage.

High Shots



- 1) Sagat's most vulnerable after missing a low Tiger Fireball.
- 2) Nail him in the head and use a combo attack to take him out.

Knee Combo



1) Sagat leaps in the air with his Flying Knee.



2) Then, he unleashes a Double-Hit Kick when he lands.



3) These three fast blows will knock you dizzy!

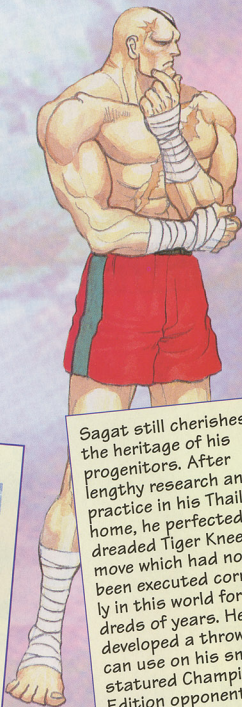
Sagat

**Champion
Edition**

THAILAND: Buddhist Statue



Sagat's area sports dark-green grass and a recolored, yellow Buddhist Statue in the Champion Edition.



Sagat still cherishes the heritage of his progenitors. After lengthy research and practice in his Thailand home, he perfected the dreaded Tiger Knee move which had not been executed correctly in this world for hundreds of years. He also developed a throw he can use on his small-statured Champion Edition opponents.

ANIMATION SHOWCASE

SAGAT



Battle Stance

Win 1

Win 2

Lose/Draw



Block

Dizzy

Shock Therapy

Knockout

BASIC ATTACKS

Sagat

PUNCHES
Fierce
Strong
Jab

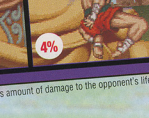
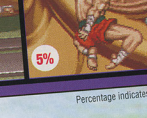
Standing

Standing Close

Ducking

Jump Up

Jump Towards



Percentage indicates amount of damage to the opponent's lifebar.

Sagat

KICKS
Roundhouse
Forward
Short

Standing

Standing Close

Ducking

Jump Up

Jump Towards



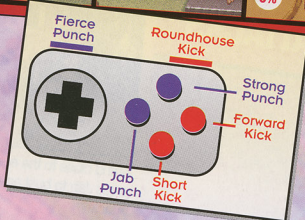
Percentage indicates amount of damage to the opponent's lifebar.

Key to Commands:

Towards: Push the joystick horizontally in the direction of the opponent.

Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.



Sagat at HOT MOVES

SPECIAL TECHNIQUES

Tiger Uppercut

20% Damage Standing



- 1) Press Towards, Down, Down-Towards, and any punch button to extend Sagat's limber body into an all-out Uppercut. The stronger the punch you use, the higher Sagat will jump into the sky with fist extended. This is Sagat's answer to Ryu's Dragon Punch!
- 2) Sagat's fist starts low to the ground and reaches extra-high. He's vulnerable at the mid-point, so be careful!
- 3) Use the Uppercut to nail jumping opponents.

Tiger Fireball

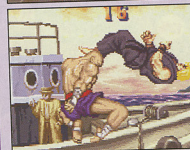
9% Damage



- 1) Sagat can channel his inner discipline into fire bursts which propel from his fists. Push Down, Down-Towards, and Towards to begin the motion. Then, press any punch button to throw a high flame strike.
- 2) Or, press any kick button to toss a low Fireball. The stronger the button you use, the faster the Fireball will fly. Throw Sagat's Fireballs to counter projectile attacks.

Tiger Knee

20% Damage



- 1) Press Down, Down-Towards, Towards, Up-Towards, and any kick button to slam the opponent with a flying knee. The Tiger Knee is quick, deadly, and hits the enemy twice if used close to your foe's body.
- 2) Use the Knee to take down foes as they jump Towards you to try a combo.
- 3) Bust the Knee to propel yourself over projectile attacks.

Double-Hit Forward

10% Damage



- 1) Stand close to the enemy, then push Forward.
- 2) You'll nail the opponent twice at mid-level.

Champion Edition

Double-Hit Short

4% Damage



- 1) Stand close to the opponent, then press Short.
- 2) This move will double-deck the enemy low. It can only be blocked while crouching.

AWESOME ATTACKS

Elbow

5% Damage



Stand close to the enemy and press Jab to bust an elbow attack.

Double-Hit Roundhouse

11% Damage



- 1) Stand close to the opponent, then hit Roundhouse.
- 2) This double-hit kick will smack the opponent high up and in his or her face.

Jumping Knee

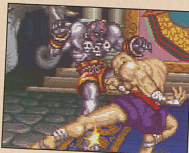
5% Damage



Leap Towards the opponent and push Jab or Short to smack him or her with a flying knee.

Foot Sweep

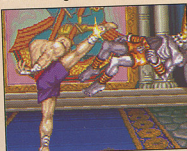
13% Damage



Duck and tap Roundhouse to deliver a quick knockdown with your leg.

Roundhouse Air Counter

6% Damage



When an opponent jumps Towards you, stand and push Roundhouse. Your high-hitting leg will stop the attack.

Fierce Air Counter

11% Damage



If an enemy jumps in your direction, crouch and throw a Fierce Punch. You'll either knock the foe out of the air cleanly or exchange hits.

Fireball into Uppercut

40% Damage



- 1) Throw a Fireball with any button, but as the flame is released, continue to hold the controller in the Towards position.
- 2) While you're holding Towards, hesitate for a moment, then use an Uppercut. This works especially well against high-flying enemies who try to hop over the Fireball!

Two-in-One Fireball

14% Damage Jab



- 1) From a standing or ducking position, throw a Short Kick or Jab Punch. As you use this attack, begin the motion for a Tiger Fireball.
- 2) Now complete the motion and press any punch button to throw a high Fireball or hit any kick button to toss a low Fireball. Your Jab or Short attack will team up with the Fireball to score two quick hits in succession.

Knee into Uppercut

40% Damage



- 1) Execute a Tiger Knee, and as you complete the attack, return the controller to the Towards position.
- 2) When you land from the Knee, immediately perform the Tiger Uppercut. This double dose of special techniques should make the enemy see stars!

KILLER THROWS

Body Toss

20% Damage



Hold Towards and press Strong or Fierce to grab the enemy by the shoulders and throw him or her across the screen.

CRUSHING COMBOS

Sagat HOT MOVES

Champion Edition

CRUSHING COMBOS

Two-in-One Tiger Knee

25% Damage Jab



- 1) From a standing or ducking position, throw a Short Kick or Jab Punch. As you use this attack, begin the controller motion for a Tiger Knee.
- 2) Quickly complete the Tiger Knee technique. The Short or Jab will combine with the double-hit Knee for three hits in total.

Triple-Hit Roundhouse

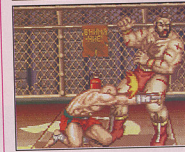
24% Damage



- 1) It's Roundhouse mania! Leap Towards the foe and use, that's right, a flying Roundhouse just before you touch down.
- 2) Now land and dish out a standing-close Roundhouse against tall characters or a Forward against short characters.
- 3) The Roundhouse or Forward will double-hit, for a total of three hits.

Triple-Hit Combo

38% Damage



- 1) Jump Towards the enemy and use a Roundhouse Kick.
- 2) Land and throw a ducking Short Kick as you begin the motion for a Two-in-One Uppercut.
- 3) As you use the kick, complete the motion for an Uppercut!
- 4) After the jumping Roundhouse Kick in step one, you can create your own combo by substituting any of the Two-in-One Fireball or Uppercut techniques.

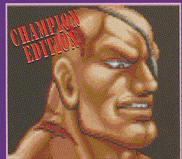
Four-Hit Knee Combo

38% Damage



- 1) Jump Towards the opponent and throw a Roundhouse Kick.
- 2) Land and use a standing-close or ducking-close Short Kick.
- 3) As you use the Short, bust the Tiger Knee motion as described in the Two-in-One Tiger Knee technique.
- 4) The Knee will double-hit, adding up to four hits. If you're too far away from the opponent to connect with step two's Short Kick, skip it and use the Knee for three hits.

SAGAT



Head to Head

vs. Blanka



Use a Tiger Uppercut just before Blanka impacts you with a flying attack. Throw standing Short Kicks to counter his Rolling Attack and most of his ground-based moves. Toss low Fireballs to take the zap out of Blanka's Electricity.

vs. Chun Li



Block high when Chun Li uses her Head Stomp, then quickly bust a Tiger Knee as she zooms past you. If she tries to trap you with a Roundhouse

Flip Kick, jump Back and toss a jumping Roundhouse to ground her.

vs. Dhalsim



Keep your distance and throw low Fireballs if Dhalsim tries to Slide close to you. Use a Jab-button Tiger Uppercut to skewer his Spear and Torpedo maneuvers.

vs. Guile



Leap over Guile's Sonic Booms and nail him with a Roundhouse Kick followed by a Tiger Knee combo. If he uses a Flash Kick, block, then do your worst with a Tiger Knee or Uppercut.

vs. E. Honda



Toss high Fireballs against Honda. Don't throw low Fire-

balls or you'll be crushed by a Sumo Head Butt. Use a Jab Uppercut to cleanly take the slap out of Honda's Hundred Hands. If that's too tough to pull, a regular standing Jab will trade hits with the Hundred Hands.

vs. Ken



Trap Ken in the corner and fake a Fireball motion. When he jumps, stick out your Roundhouse leg. Hop over Ken's Fireballs with a well-timed Tiger Knee and be prepared to follow with a second move. Two Knees in a row can surprise your assailant.

vs. Ryu



Ryu will try to trap you with Fireballs. Jump over the slow-moving "balls and use a flying Roundhouse followed by a Tiger Knee combo. To dampen his blustery Hurricane Kick, time a standing Fierce Punch to hit in-between his spinning legs while they're turned away from you.

vs. Zangief



Don't throw a high Fireball or Zangief will execute the Moving Spinning Clothesline to nail you on the run. Instead, toss low Fireballs, and use a standing Roundhouse Kick to smack him as he jumps. If he tries a jumping Spinning Pile Driver combo, counter with a quick Tiger Knee.

vs. Balrog



Duck and use the Roundhouse Foot Sweep to trip up Balrog when he sets his sights on Sagat's face with a Dashing Punch. Throw low Fireballs to keep him away, then bust a Tiger Knee if he tries to jump Towards you. Beware of the Turn Punch.

Champion Edition

SAGAT



Head to Head

vs. Vega



Bust a Fierce Tiger Uppercut to ground Vega just as he begins to descend from a Wall Climb technique. Vega's jump kicks are tough, but your Tiger Knee's tougher. Toss low Fireballs to set him on fire during a Tumbling Claw maneuver.

vs. Sagat



Sagat's a master fighter, so when he plays himself, it's a most dangerous chess game. Use Tiger Knees to move within range of the alter-ego, then

throw a ducking Short Kick followed by an Uppercut. You can Uppercut Sagat's arms when he tries high Fireballs from the half-screen mark.

vs. M. Bison



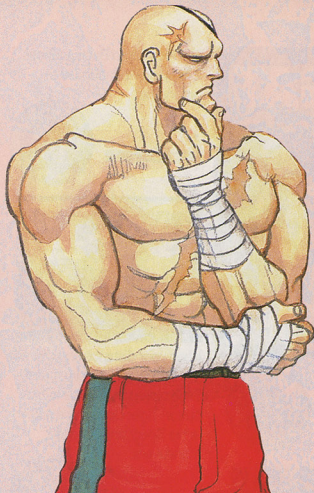
Block Bison's Flaming Torpedo, then give him the heave-ho with a Shoulder Toss. Use a standing Forward Kick to exchange blows if he uses a Scissor Knee. Block his Head Stomp move, then pull a Tiger Knee of your own.

BONUS STAGE

vs. the Car Bonus Stage



Use double-hit Uppercuts to remodel the car in a destructive way. Coordinate your first attack with whatever part of the car is left standing, and always use Jab Uppercuts. Jump over the car and work its other side once the first half is scrapped. This bonus stage is a great place to practice Two-in-One Combos.



vs. the Drums Bonus Stage



Stand close to the drums and make a metal mess with standing Roundhouse Kicks. Do it correctly and you won't even need a drum roll!

vs. the Barrels Bonus Stage

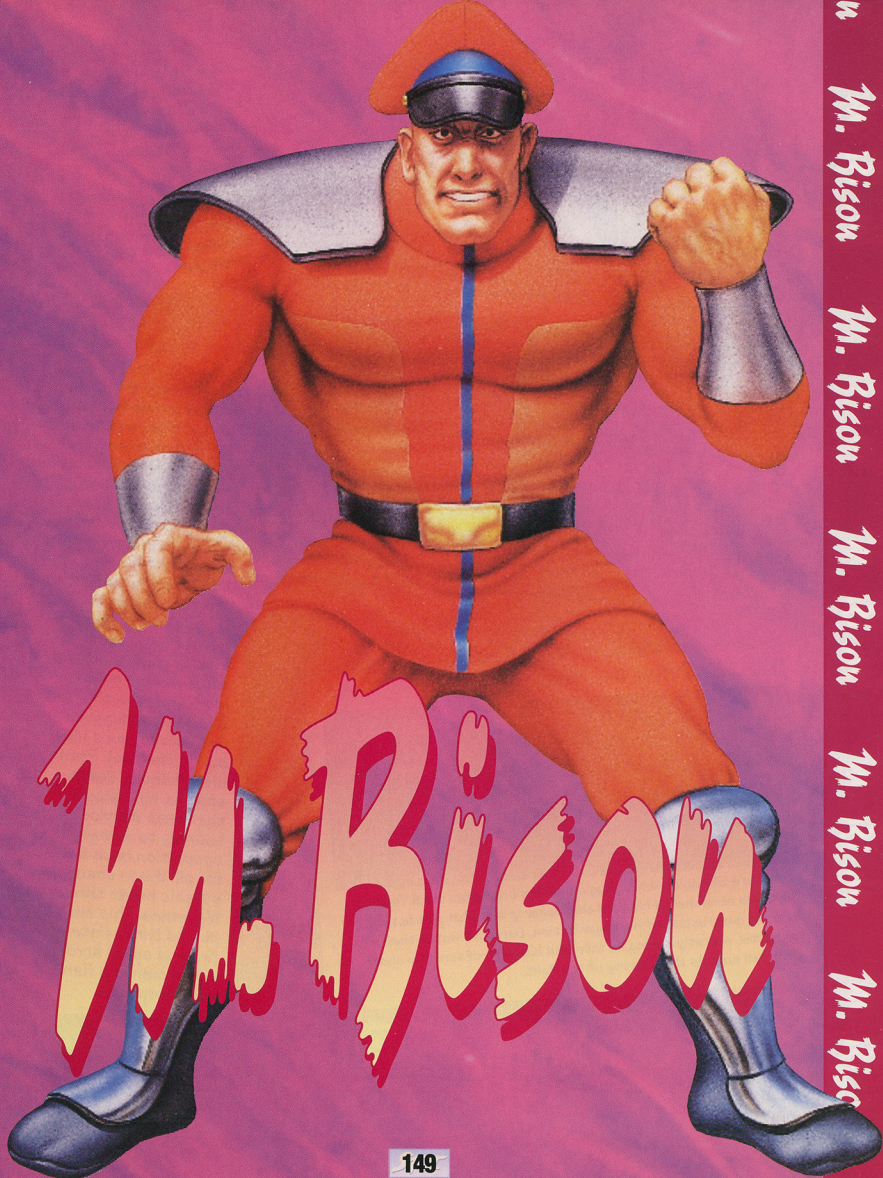


Rolling, rolling, rolling, those barrels don't stand a chance against Sagat's standing double-hit Roundhouse Kick! If any slip through the cracks use the Tiger Knee and nail barrels that try to escape to the edge of the screen.

THE END



Disgraced by Ryu in Street Fighter I, Sagat finally earns his place at the top of the World Warrior elite once again. Sagat wins the final victory in Thailand and sits perched atop his throne, waiting for Ryu to challenge him in the next great tournament.



M. Bison

Vital Statistics

Date of Birth: April 17
(year unknown)
Height: 5 ft. 11.7 in.
Weight: 176 lbs.
Blood Type: A
Home Land: Thailand
Martial Art: Ler Drit
Likes: World Conquest
Dislikes: Physical Weakness

ANIMATION SHOWCASE



Personality Profile

The ultimate Grand Master in the Street Fighter II tournament, M. Bison is a long-standing Thai dictator who rampaged through the world many years ago, spreading death and destruction in his wake. His terrorist underlings murdered Chun Li's father in China. Bison also captured Guile's best friend during a special mission. He now controls the secretive Shadoloo smuggling operation from a hide-out in Thailand. Fearing his exposure, Bison entered his name in the World Warrior tourney to destroy his opposition once and for all. Bison channels psychic power through his hands. This enables him to throw fists of fire and spiral across the screen in a flaming body torpedeo.

THAILAND: Palace Courtyard



M. Bison's Shadoloo smuggling operation originates from Thailand. The crime boss meets his final challenger in a hidden palace to prevent the destruction of his organization. Servants watch their master battle, secretly hoping he falls and his reign of terror is ended. A giant bell sounds the opening of the fight.

Battle Quotes:

"Get lost, you can't compare with my powers!"

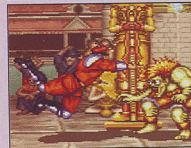
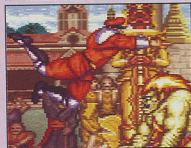
"Anyone who opposes me will be destroyed!"

SNES

Profile

SPECIAL TECHNIQUES

Head Stomp



- 1) Bison starts by rocketing up in the air and stomping on your skull.
- 2) Then, he flies off and can control his direction in mid-flight. He can attack with an extended fist.
- 3) The punch can nail you twice on his way down if you don't block!
- 4) If Bison prefers, he can also jump away to safety.

Scissor Knee



- 1) M. Bison plants his shinguarded knee in your face with a quick flip strike.
- 2) As he tumbles, Bison nails you twice with this assault, once high and once low.
- 3) Beware, the Knee is virtually unstoppable if you don't block the first hit! Bison can use it over and over, trap you in the corner, knock you dizzy, and put you away.

HOT MOVES

SNES

AWESOME ATTACKS

Sliding Foot Sweep



- 1) Bison can use a leg slide to rush you from far away, which knocks you down in one hit.
- 2) Even if you throw a projectile attack from a standing-close position, the Slide's so fast that you'll exchange hits!

Jump Kick



Beware of Bison's flying leg. This move can counter any mid-air attack!

Body Throw



Bison dumps you on the ground in one swift motion. He uses this throw whenever you're dizzy!

Flaming Torpedo



- 1) M. Bison engulfs himself in flame and spirals down the screen right in your face. One hit from the Torpedo is an instant knockdown!
- 2) Bison usually uses this maneuver when you jump in the air, so be careful on your way down or you'll be burnt to a crisp.

KILLER THROWS

CRUSHING COMBOS

Four-Hit Combo



- 1) Bison begins this combo with a jump kick.
- 2) Then he pulls a Scissor Knee.
- 3) The Knee hits you twice, once high and once low.
- 4) If you were dizzy at the start of the combo, Bison finishes you off with a Sliding Foot Sweep. Big headache!

Triple-Hit Combo



- 1) From a ducking position, Bison throws a Fierce flaming fist.



- 2) Then he instantly uses the double-hit Scissor Knee.



- 3) These three hits will knock you dizzy!

Torpedo Counter

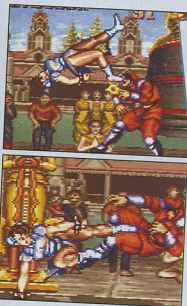


- 1) Jump Towards M. Bison to sucker him into using a Flaming Torpedo.
- 2) He'll hesitate for a brief moment. Now, use a Roundhouse Kick as you fly.
- 3) If you're on the ground and possess a projectile attack, use it while Bison hesitates.

WEAKNESSES

HOT MOVES

Scissor Counter



- 1) Jump and use a Roundhouse Kick to stop Bison's Scissor just as he begins to execute it.
- 2) If Bison pauses between Scissor Knee assaults, use a ducking Roundhouse Kick to sweep his feet!

Retreating Roundhouse



Bison's jump kick is obnoxious and tough. However, you can stop it. When Bison pulls his flying foot, leap back and press Roundhouse to knock him down to the ground.

Head Stomp Counter



- 1) Block Bison's Head Stomp.
- 2) As he lands, use a Roundhouse kick.

Intimidation Pattern



Use a standing Roundhouse to sucker Bison into using his Head Stomp. Then use the Head Stomp Counter technique!

SNES

M. Bison

Champion Edition Profile



THAILAND: Palace Courtyard



The Thai sky is an ominous dark-blue, and the palace is recolored with darker shades of red for the final fight against M. Bison in the Champion Edition.

M. Bison trained in secret for the Champion Edition, and he's ready for all challengers. He worked to control his Flaming Torpedo and string several special techniques in sequence during heated battles. It is rumored that Bison draws his powers from a "dark side" of psychic energy.

ANIMATION SHOWCASE

M. BISON



Battle Stance



Win 1



Win 2



Lose/Draw



Block



Dizzy



Shock Therapy



Knockout

BASIC ATTACKS

M. Bison

Fierce

PUNCHES
Strong

Jab

Standing

Standing Close

Ducking

Jump Up

Jump Towards



14%



13%



14%



13%



13%



8%



8%



8%



8%



7%



3%



3%



3%



4%



4%

Percentage indicates amount of damage to the opponent's lifebar.

M. Bison

Roundhouse

KICKS
Forward

Short

Standing

Standing Close

Ducking

Jump Up

Jump Towards



11%



11%



10%



11%



14%



9%



9%



9%



10%



9%



5%



5%



5%



6%



5%

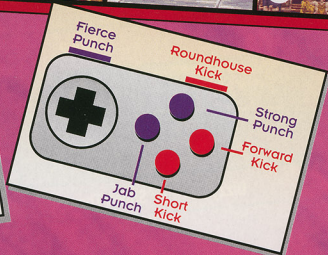
Percentage indicates amount of damage to the opponent's lifebar.

Key to Commands:

Towards: Push the joystick horizontally in the direction of the opponent.

Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.



HOT MOVES

SPECIAL TECHNIQUES

Flaming Torpedo

17% Damage



- 1) Charge Back, then press Towards plus any punch button to spiral down the screen in your opponent's face. The stronger the punch button used, the faster you'll fly!
- 2) You can inflict severe damage even if the enemy blocks. This works particularly well with a Fierce Flamer.
- 3) The Flaming Torpedo can pass through almost any attack except projectiles.

Scissor Knee 14% Damage



- 1) Charge Back for three seconds, then press Towards plus any kick button. You'll flip out with a Scissor Knee.
- 2) Use the Knee to nail the opponent twice, once high and once low.
- 3) Pull the Knee in-between the opponent's projectile attacks.

Head Stomp 13% Damage

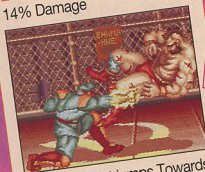


- 1) Charge Down, then press Up plus any kick button to blast off into the sky and stomp on the opponent's skull.
- 2) Once you've executed the Stomp, you can control your direction in mid-flight. You can fly away to safety.
- 3) Or, you can smack the opponent by steering Towards him or her and hitting any punch button.

AWESOME ATTACKS

Ducking Fierce

14% Damage



If an opponent jumps Towards you, crouch and use a Fierce Punch to knock him or her out of the sky.

Sliding Foot Sweep 10% Damage



- 1) Hold Down and push Roundhouse to slide feet-first into the opponent. You can take the enemy down with just one hit!
- 2) At close range, use the Slide to exchange hits when the foe tries a projectile attack. To Charge your Torpedo, Scissor, and Head Stomp attacks, hold Down-Back as you Slide!

Champion Edition

Seven-Hit Re-Dizzy Combo 43% Damage



1) Use the Five-Hit Combo to knock the opponent down. Immediately use a Roundhouse Slide to move extremely close to the fallen body. While sliding, Charge Back to use the Scissor Knee.



3) While Charging, stand up and press Jab to start the Two-in-One as you prepare to use the Knee.



5) The Knee will nail the enemy twice.



7) Complete this devastating combo with a standing Forward Kick. You can use this combo to daze the enemy over and over 'til he or she is a quivering mound of defeated flesh! The key to pulling this combo is careful, controlled Jab button presses.



2) As the opponent stands up and is dizzy, duck, and while still Charging the Scissor, throw three ducking Jab Punches.



4) Now quickly press Towards plus Forward Kick to execute the Two-in-One Scissor Knee technique.



6) Duck and toss a Strong Punch.

CRUSHING COMBOS

KILLER THROWS

Body Throw 20% Damage



Hold Towards and push Strong or Fierce to throw the opponent to the ground in one swift motion.

Two-in-One Torpedo 20% Damage



1) While close to an enemy, pull Back to Charge a Flaming Torpedo. Then press Towards to begin the technique. Either at the beginning or mid-way through this motion, press Jab.
2) Now, complete the Torpedo motion and press any punch button. The Jab Punch followed by the Torpedo will add up to two fast hits!

Triple-Hit Combo 30% Damage



1) Jump Towards the enemy and use a flying Fierce Punch.
2) Land, duck, and throw a crouching Strong.
3) Stand up, hesitate for a moment, then polish off the combo with a Forward Kick.

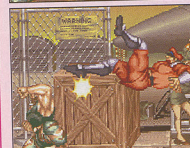
Corner Trap Strategy



- 1) Move close to the opponent. Duck, and while Charging Back for a Scissor Knee, use a low Forward Kick.



- 2) Stand up and while still Charging Back, use a standing Forward Kick.



- 3) Press Towards plus any kick button to execute the Scissor Knee. While you're flying into the Knee, hold Back to Charge again.



- 4) Now, go back to step one and repeat this entire process. You can trap the enemy against the edge of the screen and suck away life energy, even if he or she blocks!



- 5) To escape the Corner Trap, Ryu, Ken, and Sagat can use Uppercuts, and Guile can pull his Flash Kick. While playing them, fake the Scissor Knee in step two or step three to sucker them into using their special technique. When they land, use the Scissor Knee followed by a punch/kick combo to daze them.

HOT MOVES

Champion Edition

Five-Hit Combo

33% Damage



- 1) Leap Towards the opponent, and hold Back while you're flying to Charge the Scissor Knee. In mid-air, use a Fierce Punch just as you're about to touch down.
- 2) Land, duck, and while still Charging the Scissor, use a Jab Punch.
- 3) Stand up, and while still Charging the Scissor, throw a Jab.
- 4) Now, press Towards plus Forward Kick to use the Two-in-One Scissor Knee technique. The Scissor will clip the opponent twice, adding up to a total of five hits!

Four-Hit Knee Combo

31% Damage



- 1) Charge Back, then cut loose with a Scissor Knee.
- 2) This attack will double-strike.
- 3) If your opponent doesn't block, use a crouching Strong.
- 4) Now, stand up and deliver a Forward Kick for an easy dizzy!

M. BISON



Head to Head

vs. Blanka



Block Blanka's Rolling Attack, then use a Scissor Knee to clip his wings as he descends from the air. Use a ducking Forward Kick if he tries to Electrify you. Be careful, don't use a standing Forward against him or he'll duck.

vs. Chun Li



Jump and use Forward Kicks to stop Chun's Air Throw attempts. If she tries a Toe Tap, walk under her extended foot, then use a throw just as she lands.

vs. Dhalsim



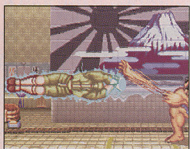
Block Dhalsim's Slide, then execute a Scissor Knee. If he starts a Yoga Spear or Torpedo from far away, throw standing Jabs. If he uses the Spear technique from too close, jump Back and use a kick.

vs. Guile



Use a well-timed Roundhouse Scissor Knee from half-way across the screen to fly over Guile's Sonic Booms and make him suffer. Start from far away when you use a jump kick or Guile will take you down with a crouching Fierce Punch.

vs. E. Honda

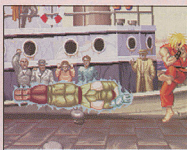


Flame on with the Torpedo to send wide boy to the Sumo hot

Champion Edition

tub in the sky. You can even pass through his Hundred Hands with this move! Toss ducking Fierce Punches to give him a headache if he pulls the Sumo Head Butt.

vs. Ken



If Ken tosses a Fireball, stand and use a Roundhouse Kick to put out the fire. Throw ducking Fierce Punches to counter his jumping Roundhouse Kick attacks. Use the Flaming Torpedo to take the wind out of his Hurricane Kick.

vs. Ryu



Be patient and wait for Ryu to toss a Dragon Punch. Block the move, Charge up energy, and nail him with a Scissor Knee when he lands. If he tries to trap you with fast Fireballs, pull Down-Back to block, then execute the Head Stomp in-between Fireballs.

vs. Zangief



Zangief will try to jump Towards you and use a Spinning Pile Driver. As he's flying through the air, walk Back and use a standing Roundhouse to pluck him from the sky with a quick hit. If Zangief uses a Spinning Clothesline, execute a Sliding Foot Sweep and he's dust.

vs. Balrog



Throw ducking Fierce Punches to counter Balrog's Turn Punches if he makes his move close to you or very far away. Timing is everything! You'll exchange hits if he uses the Turn Punch from mid-way across the screen. As he pauses for breath in-between Dashing Punches and Turn Punches, turn on the Flaming Torpedo. Direct hit!



vs. Vega



When Vega uses the Wall Climb technique, nail him with any jumping punch on his way up or as he flies down at you for an attack. Block his Slide moves, then unleash a Scissor Knee. Throw standing Fierce Punches to take the edge off his Tumbling Claw.

vs. Sagat



Make your move with a Flaming Torpedo if Sagat throws a low Fireball. Keep your distance or you'll feel the fury of Sagat's Tiger Knee. Instead, use jump kicks followed by a Scissor Knee combo.

vs. M. Bison



It's dictator vs. dictator! If the other Bison uses the Corner Trap strategy, throw standing Jabs to break the pattern. Jump his Flaming Torpedoes, turn around, and Slide as he lands.

BONUS STAGE

vs. the Car Bonus Stage



Stand close to the car's door and bash it with standing Strong Punches. After one side is crushed, jump over and pound it with Strongs. Duck and polish off the auto with more of the same.

vs. the Barrels Bonus Stage



To win at the barrel bonanza, use Roundhouse Slides to

shatter the barrels just as they land. Alternate back and forth on both sides of the trampoline and you'll emerge victorious.

vs. the Drums Bonus Stage



Easy one. Stand close to the drums and use Roundhouse Kicks to break them down to the ground. Careful, the flames will scorch you!



After facing the final test of his inner strength, the alter-ego version of himself, M. Bison assumes his position as dominator of the world. His armies reach out and crush the remaining resistance, and the other three defeated bosses are relegated to serving him for life.

Street Fighter II Tournament Rules

Street Fighter II tournaments are sweeping the country. It's easy to set one up in your area, either at a local arcade or with your very own copy of Street Fighter II for the SNES. Use Capcom's official Tournament Rules as your guidelines.

Regulations

The Street Fighter II tournament is a double elimination contest. All players begin in the Winner's Bracket, and continue to advance in this bracket until they lose a match. A match consists of individual games. To win a game, a player must defeat their opponent in standard play. To win a match, a player must win two out of three games.

When a player loses a match, he/she goes to the next round in the Losers Bracket. For example: When a player loses a second time, in the Loser's Bracket, he/she is out of the tournament. The champion of the Loser's Bracket battles the champion of the Winners Bracket for first place. However,

since the Winner's champion has not lost a match, the Loser's bracket champ must win two matches in order to eliminate the Winner's Bracket champion, while the Winner's champion must win only one match.

Character Selection Rules

Any deviation from the following Character Selection rules results in a game forfeit and is counted as a loss.

1. BEFORE the tournament begins, write down the character you wish to play in the first game on the Character Choice Sheet. This sheet determines which character you'll use for the first game of each match. You cannot change your character choice once the tournament begins!!
2. At the beginning of each match, compare your Character Sheet with your opponent's to ensure that the first game starts with the characters both players have written down.
3. If you win a game, you keep the same character. If you lose a game, you can choose to play as any character.
4. Rules two and three apply at the beginning of each new match.





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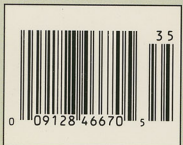
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